

ADVENTURE PROBE

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EVERYTHING YOU NEED TO KNOW ABOUT

ADVENTURE PROBE

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LETTERS

If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked **NOT FOR PUBLICATION**, or obviously just a covering note for your subscription, contribution etc. If an interesting point is raised, and you probably didn't intend it to be published, I will always seek your permission before publishing.

SUBSCRIPTIONS

Copies can be ordered monthly or in multiples up to 12 issues; sorry no discount for quantity. Prices per issue: UK £2.00, Europe & Eire £2.50, Rest of World (Surface) £2.50 (Airmail) £3.00. All payments in pounds sterling please. Cheques/Crossed Postal Orders or International Giro payable to **ADVENTURE PROBE**. Please do **not** send cash.

BACK ISSUES

All back issues are available, at the above prices. Volume 1 comprises 19 issues (June 1986 - Dec 1987), subsequent volumes are 12 issues Jan - Dec.

ADVERTISING RATES

Short, private advertisements in the In-Touch section are free to subscribers. Trade prices are: **FULL PAGE** £5.00, **HALF PAGE** £3.00 but one page per issue free (subject to available space) for regular subscribers i.e. 3 issues or more in advance.

DISTRIBUTION

Adventure Probe is distributed during the first week of the month (but will be a little erratic until I get back on schedule). Copy date for contributions and advertisements is 14th of the previous month.

CONTRIBUTIONS

All contributions are gratefully accepted. Please keep me well supplied with computer and adventure-related material. It doesn't matter how brief the entry is. It may be the very information someone has been waiting for. It will be **very** helpful if items for different **sections** are on separate pieces of paper. It doesn't have to be printed or typed but **best handwriting** will be appreciated, as I am not familiar with every detail. When you submit an entry for the **IN-TOUCH** section please mark which are adventures, utilities, arcades, etc.

POSTAL ADDRESS

Please send all correspondence, subscriptions, etc. to:-

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HALL OF FAME

Many thanks to the following readers who have sent in contributions since the last issue :

Dorothy Millard, Diane Rice, Vicky Campbell, Jim Whittle, Damian Steele,
 Mary Scott-Parker, Harold Dixon, Ron Rainbird, Debby Howard, George Hoyle,
 Ken Chambers, Hilary Walton, Jay Honosutomo, June Rowe, Larry Horsfield,
 Anna Scott-Parker, Brian Busby, Ann Titley, Jo Wood, Phil Reynolds, Martin Freemantle,
 Steve Clay, Jonathan Scott, Wynne Snowden, Simon Avery.

Special thanks to 'Oddbod' for software and

Geoff Lynas (who insisted on designing the front cover so it will be as much of a surprise
 to me as it will be to you) for the cover and a magnificent printing job

EDITORIAL

Dear Readers,

First, my thanks to everyone who is reading this. Our numbers are dwindling, and I am disappointed, but not wholly surprised, to find that a number of readers haven't re-subscribed after the January issue. I know finances are stretched at this time of year, and maybe a few will return at a later date, so I repeat, in fact I can't say it too often, my sincere thanks to everyone, you are all great.

Moans over with, I now want to mention something I didn't have room for last month. Perhaps some of you already read Probe from cover to cover regardless of whether it interests you or is related to your computer(s), but may I draw your attention to the Amiga, Amstrad and Syracuse Columns. Even if you don't have one of the 3 A's, what the writers say can often be of universal interest. For example, last month Steve Clay defined Public Domain, and this month he has some views on "Budget" software, once again something that should interest all of us.

All the telephone helplineers offer their time and adventuring knowledge free of charge, and an excellent job they do, so it is very disturbing when one of them reports that a caller (not on the Probe subscription list) has been most unpleasant even when help has been given. If anyone has had similar trouble, please let me know. If you can get their name and other details all the better, if not, just hang up the 'phone; we can do without discourteous callers.

The bookmarks have proved very popular with some readers, and soon there will be hundreds of returned library books on the shelves just waiting for someone else to choose them. I now have the same design but larger (approx. 4" x 5.5") which makes them more suitable for free notice-boards and shop windows. Please let me know if you would like some.

For the third month running the magazine is 60 pages thick and things appear to be very healthy as far as reviews and articles are concerned. I've already sorted most of the material for the next issue and sincerely hope that I can get it prepared very soon.

Bye for now.

Barbara

A.F.I.O. Hon. Member

LETTERS

From Andrew Fry of Chippenham

I have recently received my first issue of Adventure Probe, and I must congratulate you on how good it is.

I have been buying Commodore Force, just for their Adventure section. In past issues of it they did mention Probe, and I did consider subscribing, but did not get round to it. I was pleasantly surprised to see that Probe was very professional, interesting, and more importantly thick! (60 pages).

I have been playing adventures on various computers since I was about eleven. Inca Curse on my ZX81 was my first. My second was on a Commodore C16, it was called Catacomb. It really put me off! It was impossible to leave the first screen. Well, it was until I got a hint from someone. It taught me to keep trying. I later purchased a trio of cartridges for the C16, Pirate Adventure being one of them, which I kept playing until I nearly completed it. (That's the closest I have ever come to finishing one I think.) I later bought a C84 then an Amiga, so I have played a wide range of games, but even now I believe a good text adventure cannot be beaten. I bought Monkey Island and Loom, and I thought nice graphics but it's not the same as the old text adventures that you used to get, then I realized that they had not gone away so I bought myself the Lost Treasures of Infocom, to cheer myself up. I also have some Level 9, Megnetic Scrolls, and some GAC-written games from The Guild. I hope I have not bored you to tears.

I hope you don't mind answering a few questions :-). Where can I get hold of the instructions for GAC? (I bought it as PD but did not get, or ask for instructions. (C84)

2. Will The Lost Treasures of Infocom 2 be made available for the Amiga?

3. What is the best Adventure creator on the Amiga?

Thanks a lot for your help (if you can).

★

It is always nice to get some feedback, especially from a new subscriber.

I wonder how many other potential readers are still considering chancing £2 on a copy of Probe, much cheaper and containing more information than a glossy magazine? Which brings me neatly to another matter.

Regular readers of Probe will know that Bash the Barberian used to be Mandy Rodrigues. Yes, I did say "used to be" because in the March issue Bash says farewell. In fact, Mandy did *not* write the March column. Her last two pieces were lumped together and printed as 4 pages in the February issue - so much for any hope that the new editor of CF had, in his wisdom, granted more space to adventuring! I've been assured that the adventure column will continue, but I have no further details.

I've made enquiries about the manual for the GAC. It and the utility is still under copyright (Tony Collins had to withdraw it from his PD catalogue) but I may have some news about the availability of the GAC and its manual in the next issue.

I'm sure other readers are better placed to answer your other two questions. (Berbera)

From Jonathan Scott of Kilfennan

The first Probe of '94 was well put together, as we've come to expect, with the usual fine balance of coverage of all machines. The TV news centres on CLARIFICATION (at the time of writing) but it is nice to see that this had been done for James Waddington's earlier letter, which I personally found intriguing - thanks Phil and Alac! I couldn't agree more with Alec's comment that this sort of letter ruffles Probe readers' feathers and gives them something to squawk about. I don't think these letters should be put to *flight*, after all it gives readers something to get their *claws* into. Why should it make sense to all readers? That little "Je ne sais quoi" element in letters does the world of good. I hope that James and Alec bury the hatchet and become pals again - I have a feeling that the Spectrum and its users are in need for this collaboration to reform.

On the subject of letters published in Probe, I would like to whinge (for good reasons, though). The recent letter regarding Tony Collins' alleged activities has given certain persons - I don't use the word "people" as one must be particularly impersonal in these letters - the opportunity to start a new round of "let's slag off John Wilson". This seems to be the case, sadly, with every one of John's letters Probe publishad, while others' letters (of a similar nature) go unnoticed. I seem to recall one from early '92 relating to the failure of a certain brother of Glenda Collins (must only imply to avoid libel - ho hum! Methinks someone hath been watching too much "LA Law" ... "your Maple Tree's roots have scrawed up my topsoll, man Ah'm gonna sue!) to, now that I'm back on the right track, acquire the rights to the excellent "Jekyll and Hyde - a Gothic Nightmare" before converting it. This letter caused a furore, with a berrage of readers writing in, in order to "have their say", despite the fact that it was perfectly reasonable for Zenobi to seek recompense for the conversion. Zenobi did pay hard cash for the rights, after all.

We all read Probe for enjoyment, Bob, and the onus should be on allowing others to express their views, not forming a Ceaucescan (could be Caesarean ... Ed) dictatorship. But what isn't acceptable is an orchestraed attack on one particular person. Or an orchestraed attack on everybody, i.e. Cockroach (remember him?!) (Or her.... Ed)

On a lighter note I wish you all the best with Adventure Probe Software. It's nice to see the prolific Damian Steele's convention game as the first release. How about an Amstrad version? Damian's reputation is untarnished, but then he is "Stainless" Steele! Well, I'm off to metamorphose. Hope I'm back in human form in time for the next issue. (Some people take adventure writing too seriously, don't they!)

★

I sent free copies of the last issue to both James and Alec but haven't heard anything since - maybe no news is good news! I agree that some of us do take ourselves too seriously. Adventure playing is only a hobby, and most authors consider writing in the same vein. I don't want to get embroiled in copyright issues, which is partly the reason why Adventure Probe Software is only publishing games whose authors have donated the proceed to the magazine, or are *definitely* Public Domain.

The Commodore version of So Little Time by Demail Steele has sold the grand total of 2 copies, but maybe the Spectrum and Amiga versions (available from Dream World Adventures - see advert. in this issue) will do better. If anyone wishes to offer to convert it to the Amstrad I'm sure Damian will agree, just let either of us know. The joke about "metamorphosing" refers to Jonathan's new adventure "Lycanthropy" (Barbara)

From Terry Moore of Tamworth

When I wrote to you last you were kind enough to send me addresses of places I could get adventure games for the C64. I would like to tell you of a very pleasant experience I had following your letter. You may like to publish it as it is well deserved praise.

I wrote to BINARY ZONE PD and ordered 3 x £1 games from his Pick 'n' Mix catalogue. When I received them, one of the games "Sacrad Cross" kept crashing and giving error messages. The other games were "Castle Warlock" and "The Quest". I also found that "The Quest" was pretty badly prsented. In "Castia Warlock" I cannot get into the castle (I've sent you a GYS ... Barbara), but I digress.

I wrote to Binary Zone pointing out the problems I was having. I received a letter back from Jason Mackenzie of Binary Zone. He asked me to return the tape and he would put a new copy of "Sacred Cross" on the tape, and because of the problems I had encountered he would also put a couple of games frae of charge on side two. I was pleasantly surprised when I got the tape back to find he had put FOUR games on side two of the tape.

He also explained I had picked some pretty awful games in the first place. He was not going to sell them any more and was compiling a tape of 40 Adventure Games for February at a cost of £6. He had also recently taken Binary Zone from someone else and obviously not aware of the bad games in the catalogue!?

I must say that he had no obligation to give me extra free games. So I think he deserves a public pat on the back for a superb public relations exercise. Well done Jason Mackenzie!

The extra games he sent me were "Amazing Advanture" which I completed, "Chillervilla" which I am stuck on, "Citadel of Yah-Mon" I can't free the princass (you should know by now....Barbara) and "Hassle Castle" which I don't really regard as an adventure game. I will certainly give Binary Zone my custom again in the future.

★

Since Binary Zone took over The Guild's Commodore catalogue I havan't haard much from them, but I am very pleased to hear that you got excellent service. However, I should point out that in general most of the titles in the Pick 'n' Mix and Shareware catalogues are not up to the finished standard of those in their full-priced catalogue.

They are PUBLIC QOMAIN and SHAREWARE games and the price often reflects the standard. There are in fact some quite playable games in the P.D.. It is a question of knowing which ones. Damian Steele, Dorothy Millard and myself have and will review what we can in Probe, availability permitting. See Dorothy's ravier of six that she has sent to me. (In fact I understand most of the games forwarded by Tony Collins to Binary Zone were oblected and supplied by Dorothy.)

"Castle Warlock" by Ken Bond is well up to the standard of any full-priced adventure and I think it may have been at one time - see my review of the PAWed Spectrum version in this issue. My apologies if I am wrong, but I think "Chillervilla" is by Lee Morrall and although I haven't seen a copy I am sure it is as good as "The Menage" and "Cornwall Enigma". (Barbara)

From Ann Titley of Rhymney

In response to the letter written by Damian Steele concerning Tony Collins/The Guild, I may be able to shed a little light on why he hasn't had a reply to his letters.

Approximately two weeks prior to his announcement that he was passing on The Guild to Binary Zone PD I sent an order for software. Two months later I received a brown envelope from the Post Office containing my order. On the envelope was a sticker stating "Due to contents this letter has been returned". Below were a few boxes and the one that was ticked said "Moved house - no forwarding address given". I do not know whether the Post Office itself provided this service or if you can obtain these stickers over the counter and do it yourself, but it may explain why Damian and others have had no reply. Perhaps someone else could shed more light?

★

I don't think the stickers are available to unauthorized users, so it is most likely the Post Office who have put it on your letter. Has anyone else had an order returned? I don't know if Tony has moved. Up to and including last month I was sending Probe to him and none have been returned, but maybe a magazine wouldn't be considered as important as an order. If anyone has any information please let us know. (Barbara)

From Lee Morrall of Cannock

I've been meaning to write for some time concerning the Spectrum emulator for the Amiga (as mentioned by Vicky Campbell in the January issue). Could someone explain how the emulator actually works, and why on earth there isn't a C64 emulator for the Amiga? After all, both computers are made by the same company! As a programmer, the possibility of such a utility interests me greatly! I'm sure it does other C64 programmers/authors.

Does anyone know if this is possible, and if it would cater for all machines (A500, A600, A1200, etc.) Offers anyone?

★

My enquiries confirmed that there is a Public Domain C64 emulator for the Amiga. However, it isn't quite that simple as you will have to connect either your tape recorder (extremely tricky) or your disk drive (marginally easier). Either way it may cost you up to £50 for the right leads. If anyone has details of how it is done and where the software and hardware can be obtained, please let us know. (Barbara)

From Damian Steele of Paignton

Whilst playing an adventure a while ago I came across a puzzle that was terribly illogical. The rest of the game had been quite good. This got me thinking. Most people moan about individual bad puzzles but what would happen if they were all collected together in one game? Would it be possible to create one game that was good because it was bad? To find out I need some genuine bad puzzles which have been included in real games. Do you know of any? Does anyone you know know of any? The resulting game - if I manage to write it - would be interesting to see. I think.

★

There must be lots of such puzzles and I hope the readers take up your offer and send in the ones they have encountered. Please send full details to Damian Steele Flat 2 4b Fenton, Southfield Rise, Paignton, Devon, TQ3 2NE. (Barbara)

An Open Letter to the readers of Adventure Probe By Simon Avery

It is with some regret that I write this letter. It is about something that I have been trying to put off, but I feel I must bring it to light. I, too, have been dealt with unfairly by Tony Collins (yes, it's another Tony-slugging letter).

Tony Collins, as most of you will know, has left the adventure retailing market and has passed his company "The Guild" onto James McKenzie to run. He did this as the social security services insisted he go on a training course, which leads us to believe that he was receiving state benefits whilst also running The Guild. I don't want to dwell on the possibilities that Tony was cheating the state, I shall leave that to the capable John Wilson, who is so good at being self-righteous, though for once I am in complete agreement with John in his views expressed through Probe concerning Tony.

Yes, Tony owes me royalties too. I know the amount in question is negligible, but I have a thing about people owing me money, the same as I hate owing people money myself. Yet, this I would have been prepared to drop. The thing that has finally persuaded me to write to you all is a letter I received last week from Dorothy Millard. She enclosed a cheque for royalties regarding the sale of my games in Australia. I did not know she was selling my games in Australia.

It is at this point that I must stress that Dorothy Millard did not know I was ignorant of her dealing in my games, she had been told by Tony that I had authorised her to do so. I would also like to add that Dorothy showed considerable honesty in forwarding the royalty cheque to me direct after Tony disappeared. In my opinion, Tony is far less a gentleman than I had previously thought. I have my doubts that I would have otherwise ever known of this had Dorothy not contacted me direct, for Tony had told her to pay the royalties to him.

Now, I have checked the contracts I signed with Tony for the sale of my games, (converted to the C64 and Spectrum by him and Philip Reynolds, the latter I would like to make it known is wholly blameless in this matter) and there is no stipulation as to the countries the games are sold in. The contracts do, however, stipulate that only Tony Collins, trading under "The Guild" is licensed to distribute my adventures. Based on this alone, I probably have grounds for taking Mr Collins to the small claims court for breach of contract.

Unless Mr Collins deigns to break the postal silence he is upholding at the moment, I will be taking legal advice. It is sad that it should come to this, but it has and I think I am totally within my moral and legal rights to want my royalties paid, or at least some kind of explanation, though that would have to be very good.

I would like to warn all of Probe's readers that in the unlikely case of Tony Collins ever making an appearance in the adventure scene again, to be extremely wary of any financial dealings with him. I would like to think that there is a perfectly reasonable explanation for his actions, but I can't for the life of me think what it could be.

In view of the speculation regarding potential legal action through the letters of Probe, I would like to add that the opinion expressed above is entirely my own. Simon Avery, and not necessarily that of Adventure Probe.

I received this letter just before completing the magazine and thought it so important I rearranged the pages to make room, hence the lack of a review of mine that will have to wait until the March issue. (Barbara)

REVIEWS

COMPILATION OF SIX P.D. ADVENTURES FOR THE C64

All reviewed by Dorothy Millard

BALROG OF TRIAD (written by Don & Freda Boner)

The evil Balrog of Triad has kidnapped Princess Celeste, grand-daughter of the Great White Wizard Wilgis, and took the ancient magical ruby necklace. You must find them!

Balrog of Triad is written in BASIC and contains short location descriptions typical of the era in which it was written. Most of the game consists of a mapping exercise and working out which way not to go, as a number of locations kill you off for no apparent reason and with no warning.

There aren't many puzzles in the game and those that are included are of the fairly basic kind, i.e. examine table, fight guard, untie princess. That's it.

KIDNAPPED (rewritten by D.McWilliams for San Diego Pet Users Group)

You awaken on the 9th floor of a strange building and must escape from there floor by floor. What a strange building it is too, with alligators, piranha in an aquarium, a vending machine that gives out string, and quicksand, amongst other things.

The game is written in BASIC and the programming has a couple of problems. Firstly, the game when received by myself (downloaded from Q-Link in the States) contained a "bug" preventing you from swimming. This has been fixed. Another problem I encountered was that if on floor 9 you get the paper note you will not be able to pick up the sleeping piranha on floor 8. (You can READ NOTE without taking it Ed). These actions are in no way connected, it is just poor use of variables. Also do NOT drop the open umbrella or the program crashes.

Now that the program sounds absolutely terrible, I will state the good points. Firstly, despite the above programming faults I really enjoyed the game. The puzzles aren't exactly difficult but great fun anyway and remembering that it is Public Domain and has been around for a long time, it passed a very pleasant evening sorting it out. Going down floor by floor means that you can see your achievements but watch out for that alligator!

THE LEGEND OF LEYDON HOUSE (written by Adrian Streeter)

The story starts with you in an old bookshop in Ripon where you come across a dusty hard-bound diary among the piles of ancient volumes. It turns out to be the diary of the Innkeeper in the small village of Gouthwith, high in the Pennines. The diary covers the years 1794 to 1799. As you leaf through its faded pages your interest is drawn to frequent references to a character called Black Matt. The dealer goes on to tell you that "he" was a bad "un" and how he bought Leydon House with ill-gotten money and then did all manner of black deeds in it's place. You are told about young girls disappearing and how it was rumoured that he was in league with the devil. The house has been left to ruin and according to legend it is said that a fortune lies up there, hidden by Black Matt and protected by his black soul. Others have tried to find the fortune but all have failed

You purchase the journal and in it find a sketch of the inn at Gouthwith and Leydon House, and so your journey begins with you travelling in your car to the "Fox and Hounds".

The Legend of Leydon House has been written using The Quill so the response time is nice and fast. The game contains a lot of one-way situations so watch out for these. I encountered one main problem with the flags. When you return to the inn it is necessary to visit the tap room in order to set a flag so it becomes night time, as you can only enter the kitchen at night. I had no problems with this the first time I played the game, but couldn't work out why the time didn't pass the second time I played, as I didn't visit the tap room because I already knew what was there.

I found the puzzles to be interesting and I thoroughly enjoyed playing the game (apart from the bug above which gave me some trouble). There is a mini-maze consisting of three locations in the moorland but it is a simple one to map. Light can be a problem in this game so remember to turn off the torch after use. When the torch starts to dim you can change the batteries (assuming you've got them of course!).

On the whole, a public domain game to be recommended.

THE LOST EMPIRE (written by Dave Howell)

First I must state that when received by myself (downloaded from Q-Link in the States) this game was unplayable because of numerous syntax and other errors. Also no instructions were included so you were left with no idea what to do. Instructions have since been added and the errors fixed.

The biting wind cuts through your cloak and with night coming on you are forced to seek shelter for the night. As you chew on your last scrap of dried ox meat you recall the story told to you eleven years ago about the raiders of the Raskin Empire. As you drift off to sleep you think "If I were to find that empire, think of the riches I might steal with Zloy the elf helping me." It's high noon when you awake and you climb the hill to discover a Raskin Empire symbol... you decide to investigate and climb down a rotting rope ladder, which of course breaks. Now you must find a way out.

At the start you must visit Zloy the magic elf to purchase supplies and in particular a torch, without which you can do nothing. Once the torch has been purchased you are able to explore. While exploring you will find randomly placed gold which should be picked up, and various creatures, at which time you will be given the option to fight or run. It doesn't really matter which you choose as you never lose anyway. It also doesn't seem to make much difference which weapon you use.

As you acquire more gold you can pay another visit to Zloy the magic elf for more supplies and eventually to purchase the magic ring which is necessary to complete the game. You must also keep an eye on your strength, although food can easily be purchased from Zloy for two gold pieces per portion.

There are very few puzzles contained in the game and most of your time is taken up picking up gold and fighting creatures.



ROOM OF THE LOST JEWELS (A Science Fair computer program by Neil Bruggeman)

You are Spindy Cronas, an archaeologist, in search of gold-encrusted jewels. You must recover the jewels to win the game.

On loading this game you are presented with a title screen and no obvious means of starting. In fact after listing it I discovered you need to press "C" to continue. (This instruction has now been added ...Ed)

Once this has been done you discover locations with descriptions like Room #4 or Room #8 - most boring. The game is easy to map and objects once encountered are automatically picked up. Puzzles include answering a riddle and getting items in the correct order. Next you must deal with the guardian. All that is left is to collect the jewels and you have won the game!

STYGLIAN TOMBS (written by M.K.Bonnycastle)

The introduction to Stygian Tombs goes like this "As you approach the Stygian Tombs you remember spine-chilling tales of this vast network of over fifty rooms, passages and caves. You know that fearful monsters and half-beings stalk the caves to protect the fabulous treasure buried with some of the ancient kings..."

Sounds good but really the game is very simplistic and consists mainly of mapping the area, then collecting treasure while fighting creatures when you come across them. The creatures consist of a Ghoul, Vampire, Dwarf, Goblin and Troll which all appear randomly throughout the game. When they appear you can Fight (if you have enough stamina) or Bargain, but if you bargain you will finish with less treasure. If you opt to bargain then niggie with a low amount until they get cross; they will then ask if you know any magic words.

The game is written in BASIC and contains very short location descriptions, e.g. First Crossover or Round Chamber. Once mapped the game can be completed fairly quickly. Not bad to while away an hour or so.

Available from: Adventure Probe Software,
52 Burford Road, Liverpool L16 6AQ. Price: £2
on disk, £2.50 on tape, for all or any of the six.



CASTLE WARLOCK

Written by Ken Bond

Reviewed by Barbara Gibb on a Spectrum

You and your guide are sheltering under a tree while a violent storm rages. Suddenly a flash of lightning strikes the tree setting it alight. A branch hits the guide, fatally injuring him, but before he dies he whispers that you will have to go on alone, a rather obvious comment to make to an adventurer, I thought. The storm passes and the sun appears, and now your adventure can begin.

It is important to read all of the descriptive text, especially in this first location. Your first problem is how to enter the nearby castle. You will need a password (no, not "open sesame") which requires the solving of a few puzzles; this gets you nicely in the mood for exploring the castle from roof to cellar. It has a lot of very interesting rooms, some quite difficult to access, and a few are designed to prevent you from leaving if you haven't planned ahead. Traps have been laid throughout the castle, so save frequently. Nothing is illogical, and you may even laugh when you solve some of the puzzles. A specific key is necessary to unlock a door, the keyhole surround gives you a clue as to which particular key you will need. There is even a nice bit of magic at the finish.

The original Spectrum version was written on the Quill, and frankly it looked dated. Now Phil Reynolds of The Adventure Workshop has transferred it to the PAW, complete with new font and good screen presentation with colourful text. It looks as fresh as if it had been written yesterday. All in all this is great traditional-style text adventure.

Spectrum (PAWed) version available from : The Adventure Workshop, 36 Grasmere Road, Royton, Oldham, Lancs. OL2 6SR Price : £2 on tape, £4 on +3 disk Cheque payable to P.M.Reynolds or from Adventure Probe Software, 52 Burford Road, Liverpool L16 6AQ £2 tape only.

Amstrad version available from : The Adventure Workshop, address and prices as above.

Commodore C64 version available from : Binary Zone PD, 34 Portland Road, Droitwich, Worcs. WR9 7QW Price : £1 on tape or disk.

HAMSTER DROPPINGS

Four adventures written by Gareth Pitchford



Reviewed by Ian Brown on a Spectrum

For those of you who have been on another planet for the past couple of years, Hamster Droppings isn't something found at the bottom of a pet's cage. It is actually the name chosen by John Wilson for a compilation of four games by Gareth Pitchford. Previously these had been available from Delbert the Hamster Software. When Scott decided that he was no longer able to continue writing and distributing the games, John, wisely in my opinion, took them under his wing. Anyway, enough of the background, and on with the review. The four games are The Lone Electron, First Past The Post, Get Me To The Church On Time, and Quest For The Holy Snail. QFTHS and FPTP were originally on Delbert's Wheel of Fortune so as I am familiar with them, I'll deal with them first.

QUEST FOR THE HOLY SNAIL has you in the role of Sir Godfrey of Glastonbury, sent by Arthur of Camelot, to find the fabled mollusc. Legend has it that it can be found in a rather large castle on the other side of town. One of the first locations you will most likely visit is the Prancing Prat Inn and its guest room. This is a good source of vital objects. Two things have important contents. One can be acquired by just using your sense of touch while the other will require a more physical approach. Soon you'll be at a supply shop that naturally stocks the trusty old lamp. Buy it, because you'll definitely need it when you get stuck(?)

Getting past the Bleak Night into the castle involves a sequence of moves that simply put is give A to get B, etc. Upstairs there is a Princess waiting for her Prince to come while there is a useful bedroom. All I will say is Look Under things, Move things or Feel down things. If you've done everything by this stage, you will have scored about 80%. In other words, there is still lots more to do. There are a couple of tricky inputs so to make things easier for you here are a few verbs. Where and when you sue them is up to you to find. Link, Hook, Turn, Taar, and Bowl. That's my good deed for today.

FIRST PAST THE POST involves you trying to stop the letter sent by Ernie Spludges to his fiance that was written in haste. Suffice it to say that unless you get the latter the chances of Ernie and Rosie getting spliced are very slim to non-existent. Initially there is quite a few locations, each of which should be examined and their objects stockpiled. I say stockpiled because you will need several of them to enable you to bypass the unfriendly dog and get on the bus, when it arrives. An object in the garden will be needed if you are going to make progress so I would advise you to Press everything that is listed. Later, if you've got things tapad, it's a bit of breaking and entering. And still there is masses to do.

GET ME TO THE CHURCH ON TIME again involves the now famous Ernie Spudges as he attempts to get to the church for a very important wedding, his own. Shame there are masses of problems to overcome. Firstly there is the matter of an evil haadache unless you can find a remedy. Then it is trying to revive the best man, get the wedding ring, etc. I'd like to go into greater detail but I'm still in the early stages of it. Before you pass judgement, it's called increased family commitments now that the brood are back at school with their assorted clubs and activities.

Lastly there is THE LONE ELECTRON. Yes, I did play it. It was on the first side and was played on various evenings soon after I got the tape. Edmund, an accident prone electron, has crashed his orbital in the city of Electronz on his way home. Your job is to repair the vehicle and leave the city. Early information reveals that you will possibly need to Empty something and that at times it would be wise to learn what CHARGE you are, bearing in mind that opposites attract and same charges repel. Firstly I would suggest you Examine your Orbital TWICE - bit naughty that one Gareth! With what you finally remove, nip off to the park and use it to help someone.

The solution may not initially be apparent but if you realize that this game relies heavily on actions that are really plays on words. A good example would be the jumper that bounces on the floor if dropped. Anyway, there is quite a lot to keep you occupied, especially overcoming a vocal child upstairs. They say children should be seen and not heard. In this case, it's better that they aren't seen either. An object you get later has an obscure purpose until you remember the play on words. If you have a suit that is badly crased, you should obviously **** or in this case you need an ***. The only tricky input later on involves the need to SPRAY something. Other than that, if you've been thorough and methodical, you should make good progress.

Overall, what can I say. At the price they are excellent value for money and are guaranteed to keep you occupied for numerous evenings. The QFTHS was my favourite although GMTTCOT looks promising. Over recent years, Scott and Gareth wrote some excellent games. If you've not tried them yet, might I recommend this to whet your appetite.

Available from : Zenobl Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX
Price : £2.99 on tape, £3.99 on +3 disk. Please add 25p p&p.

THE COLOUR OF MAGIC

Written by Fergus McNeill

Reviewed by George Hoyle on a Spectrum +3

The Colour of Magic is based on the very first Discworld novel written by Terry Pratchett. The game was written in 1987, is in four parts and is a full text adventure with the odd location drawn.

The Discworld sits on the back of four giant elephants, who in turn stand on the back of a massive turtle which swims through space in a parallel universe. The story begins when Rincewind, an inept wizard, reluctantly becomes the overpelt guide to Twoflower, the tourist who has come to the city of Ankh-Morpork on a sightseeing tour. Twoflower is the Discworld's first ever tourist, and like all tourists he brings with him his luggage. Twoflower's luggage is a magical wooden chest which has a mind of its own and follows its master on hundreds of little legs. The Luggage, as it is known, not only carries Twoflower's possessions, it also acts as bodyguard and attacks anyone it deems a threat to its master. The threat is either trampled on or eaten. The scenes involving the Luggage are the funniest parts in the story.

The first problem you face, as Rincewind, is a language barrier which is easily overcome. Then while sightseeing Twoflower gets kidnapped and you have to rescue him, with the aid of the Luggage. The rescue results in the entire city burning down thus forcing Rincewind and Twoflower to continue their sightseeing tour across the hostile plains of the Discworld.

In part two of the game you get attacked by an angry troll. If you did a good deed in the city you will survive the attack. On your journey you meet a barbarian called Hrun in a haunted temple where you should never say the number which lies between seven and nine. You must defeat the monster which lives in the temple and escape before you can move on to part three of the game.

In part three Twoflower and Hrun get kidnapped by a group of Dragonriders and are taken to The Wyrmsberg, which is an upside-down magical mountain. You have to hijack a dragon and rescue them. Once inside the upside-down mountain you discover that the dragons can only exist if people believe in them. You escape with Twoflower by bending reality and thus fly away to safety. Then Twoflower experiments with space travel which causes trouble and he and Rincewind end up in the sea where they are picked up by a pirate ship.

In part four of the game you have to escape from the pirates in a leaking lifeboat. Just when you think you are safe you get captured by a group of hydrophobic wizards who take you to the country of Krull which sits on the very edge of the Discworld. For hundreds of years the inhabitants of Krull have been studying the Great Turtle and are about to launch a spaceship over the edge for closer studies. To make sure the two astronauts return safely they must make two sacrifices. Yes, you've guessed it. Rincewind and Twoflower are the lucky contestants. So with the aid of a toad (!) you must escape before they sacrifice you to Destiny Himself.

The game is very enjoyable, but not too difficult. It mostly plays itself - you spend most of the time using the WAIT command. The game is very loyal to the book and Fergus McNeill adds his own brand of humour to the story.

I recommend other adventure players to buy this game, and you can still buy it from Alternative Software. I only hope Fergus McNeill will come out of hiding for him to turn the other Discworld novels into adventure games, or someone else might do it, but with less quality.

Available from: Alternative Software Ltd., Units 3-6, Ballygate Industrial Estate, Pontefract, W. Yorkshire, WF8 2LN. Price: £3.50 (tape only) including postage and packaging. It may also be available for other computers, including 16-bit, so it will be worth sending an SAE to enquire.

George Hoyle also says that December 1993 was the tenth anniversary of The Discworld and it was celebrated with a special convention and book signing. Corgi books are now selling audio versions of the novels read by Tony Robinson plus a specially drawn map of Ankh-Morpork.



MUGSIE

Reviewed by Harold Dixon on an Amiga

Fancy yourself as a gangster back in the twenties? You can be in this game. Starting off with fifty thousand, you are a county bumpkin who decides to have a shot at making the big time selling illegal booze. You start off with ten barrals. You must hire men to help you and buy bars and nightclubs where you can sell the booze at a great profit. There are many things to watch out for - make sure you don't run out of booze at first. Opportunities will be given to buy wagonloads of booze, or even single barrels. You can sell these in your bars and clubs, or sell them back at the right time making huge profits. Keep an eye on the cops though - they may come and confiscate all your stock! Bribe them well and they'll keep off your back! Also make sure you pay your men well and dividends will pay off. The taxman bites now and again, so make sure you keep enough money on hand to pay him or he'll bank you.

You can do the traditional thing gangsters usually do - having your enemies rubbed out! Make sure you pay enough money though or the attempt will fail. Get rid of the fiddling accountant early on in the game - then pop Fred off! Watch your step though, if you fall too many times to make a decent profit the boys will polish you off and take over!

MUGSIE is a smashing little simulation with plenty of decisions for you to make. Every game is different, and it can be played out in about an hour - just make a million or so to win.

The graphics are simple, but lend atmosphere to the game, and the little man really does look like an oldtime gangster. There's a great-looking babe waiting for you at the end, on an island paradise, but be careful you don't upset Al Capone too much.

The author says if you write to him he'll send you more stuff - a shootout with the gangsters and other cute extras! Decisions are made point/click with the mouse, and it really is a great little game.

The fellow who wrote this little darling deserves any credit he can get in my opinion - great stuff, and different from the usual, and on PUBLIC DOMAIN too! 8/10.

ADVENTURES OF A MUG - PART 1

Written by 'Oddbod'

Reviewed by Harold Dixon on a C64



The theme is the future end being of the adventurous type you fall for the stories of an old hag and are persuaded to enlist as a space adventurer. You are soon dumped aboard the Space Tramp Venus where the adventure begins. Study the Quilled verbs at the beginning - you'll soon get the idea of them. I for inventory and X for examine are present. The presentation is good and a vocabulary that stand for no nonsense!

You are the MUG and you must work hard to survive. The first thing you discover when you get going is that there is no time to waste! You must find a way to activate the robot and move before the apparent danger comes but be careful how you handle him! You will feel better once you have sorted that one out - but then maybe I'm talling you too much. There are many puzzles to solve in this great adventure. The author has been crafty and very clever in his endeavours. There are many things to try out which produce startling results - be wery of the robo-cook, and be careful how you use the objects. There are not many objects, but most are used more than once for different purposes so be sure you don't lose them, which is easier to do than you think. You will really have to use your imagination to solve some parts, and if at first you don't succeed, try again. At first some things seem obvious, but then there may be more to it than you thought. Early on in the game you may feel a sense of security, thinking danger is over - believe it not! You'll not get off so easy! You will soon find out that survival must be a premium, you will have to do a lot of detective work and difficult fathoming out of the various problems before you even begin to suss out the task in hand.

Visiting various parts of the ship before you are due to will usually end with drastic results. Towards the end of the game things seem to get a little hectic, but don't worry - continue, and ell will be well, be careful and save often! There are many diversions in parts, and I am told there is more than one solution, so get cracking. Rest assured, at the end of it although you may feel a certain satisfaction I am sure the author will have left you with a yearning for more!

Certainly I got satisfaction out of it. I found the puzzles very clever and thought-provoking to the extreme. Plenty of atmosphere, and good descriptions making you really feel the part - a good adventure. I looked at the adventure in its early stages, and even then I could see its great potential. I had a great time working things out even then, and found it even better when I was presented with the finished version.

The adventure is only part one of a series, and I am told that part two is already under way, so anyone who feels the need to dive further into this fantastic series may not have long to wait. One certain thing about it - it was well worth digging out the old 128 to have a look at this one. I was suplied with a solution and even with that it took me a couple of hours to suss it out so goodness knows how long it would have taken without. I reckon it'll take up a few weeks of interesting endeavours on the part of most adventurers before they solve this one.

You will not go far wrong in buying this one - I give it full marks.

Available from . 15 Holystone Gardens, North Shields, Northumberland, NE29 8JR
Price : £2.50 on tape or disk. Cheque/postal order payable to H.E.Walton.

PIRATE PROBLEMS

Pt 1 of A MIDSUMMER DAY'S DREAM

Written by Peter Clark

Reviewed by Ellen Mahon on an Amstrad



You are sitting on a grassy bank trying - without much success - to think of some ideas for a new adventure game. Suddenly a small red dragon rushes past you, muttering something about being late for a convention. With nothing better to do you decide to follow

You start on a grassy bank with axits north to a woodland path, and aast to a gully, where if you let loose your frustrations you will be able to throw a light on your means of getting out of the woods, though a certain pond dweller won't be too happy at having your problems tossed at him.

Once you're safely out of the woods you arrive at a small inn - "The Admiral Bandover" where being kind to someone will give you a much better outlook on more than one problem. In the kitchen don't be scared to make your mark, just make sure it's the right one! A visit to the quay will find the good(?) ship "Chipaneolla" and you must board her to come to the end of part one. However you will only be allowed to do this when you have all the items needed for part two. (So be prepared to be refused permission to board - I was!)

Part two finds you on the centre deck of the ship where you could be very sorry later in the adventure if you don't take the time to help a bird with delusions. Oh, and the ship's captain hates an untidy cabin. After waiting a while the ship sets sail to a small island, and you will find a dinghy, only don't do as I did and try to row for the island before cutting the rope - a sure way to get nowhere fast!

The island holds a cave and a stockade, but to find these you have to first find your way through the "Mark One Jungle, just plain old trees and shrubs, unlike the Mark Two kind (which Patar couldn't afford) which has birds and monkeys in the trees."

The walls of the stockade are too high for you to climb (surprisa) and you can't open the gate (surprise, surprise). Once inside, the door of the hut won't open, solving that problem is really hard, because it's so easy! This is the first game of Pater's that I've played as my Amstrad hasn't a disc drive, but I really enjoyed it and can't wait for the next part to be converted. (Lorna Patarson has reprogrammed this part of Peter's A Midsummer Day's Dream on the GAC for us poor tape-only users. Many thanks Lorna, and I hope you will be able to convert the second part. Barbara)

Some of the responses to the EXAMINE command had me laughing (I do like adventures with humour) especially the crannies in the cave, not to mention the woodland path, or the heap of rubble!

Available from : WoW Software, 78 Radipole Lane, Weymouth, Dorset, DT4 9RS Price: £3 (Pt. 1 GACed) on tape, £5 (full game - two parts) on disk.

STAR FLAWS

Written by Scott Denyer

Reviewed by Jo Wood on an Amstrad 6128



If you are a fan of the Star Wars Trilogy, you will probably like this send-up of it! The plot is the same and a simple one, namely you (as Nuke Skyporker) have to rescue the Princess from the Deaf Star and blow it up. The story opens with you having docked on the Deaf Star in the ship the Millenium Sparrow and you are hiding, so first you have to explore your own ship before moving out into the Deaf Star itself.

I like to explore everything in an adventure just to see what's there but this can be difficult because there are occasions when you get killed on entering a location before you've had time to see what's what! So it's very handy that there is a STORE command which saves your current position to memory and I advise you to use that command frequently so that when you are inevitably killed off you can use the RECALL command to continue from your last STOREd position!

I'm a great believer in GETting all items just in case they may come in handy and in this adventure that is no problem as there doesn't seem to be any weight/number you can carry restrictions. Everything but one item seemed to have a logical use once you've found it and I would advise you to make use of the LOOK UNDER command or you might miss something!

An interesting aspect of the game is that when you get to a certain point you will find you only have 15 real time minutes to complete the game in and that gets the adrenalin flowing and gives the game that bit more of an edge!

I think the adventure may have been better played "straight" in my humble opinion as the humour within the game seemed more for the sake of it and I didn't feel the atmosphere was quite right, but that doesn't detract from the playability of the game.

There is a good mix of puzzles - some are easy, but some require a lot of thought. I must admit though, by the time I made it to the end of the game with just a couple of minutes to spare, the ending seemed just slightly anti-climatic for me, with Yan Polo finally making an appearance in the game!

Actually compared with the original Star Wars there is surprisingly little killing that needs to be done - as far as I'm concerned, a point in its favour I might add!

Amstrad version available from : The Adventure Workshop, 36 Gramere Road, Royton, Oldham, Lancs. OL2 8SR Price : £4 disk only (Includes a free game - Raymond Pringia's Quest for the Jar of Fabled Pickled Cabbage).

Spectrum version available from : Zanobl Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX. On +3 disk as one of 7 adventures on the compilation "A Handful of Hamsters" Price : £3.99 plus 25p p&p.

On tape as one of 4 on the compilation "Handful of Hamsters Two" Price : £2.99 plus 25p p&p.



A THIEF'S TALE

Written by Simon Avery

Reviewed by Wynne Snowden on a Spectrum



My name is Sid, by trade a professional thief. With my mixed party of followers I steal through life as well as I can. Imagine my excitement when I learned of a man who would give all his wealth to his only living relative, and wasn't it fortunate that this relative was none other than Shortstop, a member of my group. That was enough for someone like me with nothing in my pockets and no immediate prospects of wealth. I decided it was worth facing some hardship, and maybe danger, to live in comfort for the rest of my life. So, off I set with my intrepid followers on the first part of our journey.

My first job was to do a little stealing before going out into the country where helping a friendly squirrel earned us a most useful object. Living off the land was difficult especially as we had to catch and cook our food. But, the natives were friendly - especially when drunk. A visit to town was pleasant, marred only by a very unfriendly woman. It was a great personal embarrassment to get the money to buy her wares. To enter a mine we caused a flood and to survive inside took a little magic. At last, having avoided being turned to stone and gassed, we thought the worst was behind us. It was here that the local Orcs captured us and we were taken to the Orc stronghold inside a mountain.

Part two of our adventure found me trapped inside a cage, suspended over a dragon in a locked room. Overcoming these small problems I set out alone to search the mountain and free the other captives. Again a friendly squirrel gave good advice and I helped a disease-ravaged creature who gave me a head start on an Orc guard. I saved Lady Gendoline from a Dragon but, for all the thanks I got, I could have left her there. Magic helped me past the main Orc group and I was on my way out. However, I still had to deal with the Orc King, release a captured knight and dog and find a friend in a maze. Finally, everyone freed, we met on the far side of the mountain.

Part three found us once again travelling in open country. The inevitable squirrel again appeared. Sadly, for him to help us I had to be very unfriendly to him. We came across a pack of sniffer dogs who refused to let us through. A visit to the local castle helped here. Past the dogs we found a way to cross a river and deal with an enemy. Finally, we found Shortstop's uncle at his farm. Even so, he refused to give up his treasure unless provided with certain articles. Naturally we gave him what he wanted and gained our just rewards.

I must admit that I completed A Thief's Tale over about eighteen months. Initially, progress was fairly swift. However, in each part I came across at least one problem that stopped me short. At these stages, I gave up, did something else for a while before going back to try again. I must also admit that I made frantic phone calls to Barbara who helped me to get going again. This does mean that I started the adventure while still a beginner and ended it fairly recently - still a beginner some would say.

I thoroughly enjoyed this tale and, while delighted to have finished, I think I'll miss it. None of the objects are too difficult to find and are appropriate to the very logical problems. The text is well written and informative giving some hints to keep interest alive. There is also a fair amount of humour which I liked.

All in all I'd assess this adventure as excellent for beginners who should be encouraged by the headway they can make early in each part. When I first started, I tended to lose interest if I couldn't get at least some way through an adventure. It should, however, also prove very suitable for more able adventurers who will have to get the old thinking cap on to reach the final solution.

Spectrum version available from : The Adventure Workshop,
36 Gresmere Road, Royton, Oldham Lancs. OL2 6RS.
Price : £4 on tape, £5.50 on +3 disk. Cheque/postal order
payable to P.M.Reynolds

Amstrad version available from : WoW Software,
78 Radipole Lane, Weymouth, Dorset, DT4 9RS
Price : £4 on tape, £6 on disk. Cheque/postal payable to
J.G.Pancott



THEME PARK U.K.

Written by Jack Lockerby



Reviewed by Ken Chambers on a C64

In the year 2050 theme parks have taken on a very different look. Gone are the tame little rides we are used to now. In this theme park you are thrown into a real life adventure where you have to use all your skill and cunning to survive.

You are given a token which will give you access to the different sections of the park, but it can only be used a maximum of 25 times, which is more than enough to finish the game. Among the areas you discover are a native village, a lake, a cave inhabited by an extremely nasty spider and a grassland area with a clever puzzle connected to it, which once solved will allow further access into the game. There are many objects to be found in the game and some of these will be needed in different areas to allow progress. Some objects have a special significance, as these all have to be found and taken back to the main entrance to allow you to finish the game.

Jack again caters for the usual adventure commands, all of which have been abbreviated and in some cases two nouns used correctly together work within the game.

Another fine example of Jack Lockerby's creative talents which will be sadly missed by C64 owners if Jack decides not to convert his further adventures to the C64.

Available from: J.A. Lockerby, 44 Hyde Place, Aylesham, Canterbury, Kent, CT3 3AL.
Price : £2.50 on tape or disk, cheque/postal order payable to J.A. Lockerby

BARBARIAN JOKE by STEVE CLAY

A barbarian is walking down the street when the Medic truck is heard, bells ringing and screechers screeching.

The barbarian steps into the street as the Medic truck whizzes past. He shakes his fist at it and shouts "Keep your lousy ice-cream then!"

ONE OF OUR WOMBATS IS MISSING

Written by Mike Gerrard

Reviewed by Brian Busby on an Amiga 600
(with Spectrum emulator)



After a few days in your new job the Head Keeper asks you to lock up for the night. "Just take a quick walk around," he mumbles, "and see nothing is missing. It wouldn't do if the lions got out now would it?" he jokes as he leaves. At least you hope he is joking.

So, dressed in a white shirt and blue pants which you hope to grow into, black tie and a blue cap so big that only your ears keep it in place, you start this adventure in your rather bare hut. There is a store-room but of course, it's locked and, as yet you don't have the key. There are many animal cages and enclosures to map inside the zoo, together with a few nesty axits which leave you outside, unable to get back without a restert. Later on though, when you find the ladder, it can be used to climb back in! Mapping is not always straightforward and took quite a few attempts to produce a usable representation, though I still have a feeling that the discovery of another key will take me off the page.

And that was the.....stuck. A part-drawn map and one key which did very little to help me on my way. Have your ears been burning Mike???

Excuse me while I digress, but for the last few months my pet project has been to compile a database of Reviews, Hints, Getting you started and Serialized solutions found in my 60 copies of Adventure Probe collected over the past 5 years.

It was only by using this information (stored on "Infofile" which was given away as a coverdisk) that I discovered the way forward - I certainly wouldn't have found it myself. For the life of me I cannot see why authors program for repeated inputs, it adds nothing to a game to have to type the same word over and over again, in particular the dreaded "WAIT".

Anyway, criticism over, I'm now actually enjoying my trip to the zoo, puzzles are reasonably logical, though I would advise frequent saves (see John Wilson's advice on page 39 of Probe, Nov.'83 if using the emulator) to prevent too much backtracking as it does get quite involved. For instance, spending your cash in the machines inside kiosks often means a choice of which drawer to open and you can bet that one of them holds a red herring! I haven't found the missing wombat yet but after a difficult start I now feel that I'm at least making some progress.

Available from : Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX.
Price : Amiga with FREE emulator £2.49, Spectrum £1.99 on tape. Please add 25p p&p.

BARBARIAN JOKE by STEVE CLAY

A barbarian walks into a tavern with a handful of yak dung.
He dumps it onto the bar and says, "Look what I nearly trod in!"

W.O.W. by Ellen Mahon

When I bought my trusty Amstrad, many, many years ago,
I used to zap space invaders, in never ending rows.
I also played at cowboys, shooting bandits with a gun -
But, I soon began to realize, I wasn't having fun.
I needed something better, to test and tax my brain,
I searched, and searched through shelves of games,
and thought my search in vain.
Then, suddenly, I spied it, in a corner, all alone -
I paid the man my money, and took my first "adventure" home!
But it wasn't too long after, that I became distraught
'Cos the list of Amstrad "adventures" was very, very, short.
My "collection" stayed the same for years,
with no new games to buy.
Then one day, browsing, in a computer mag, an ad
it caught my eye.
WoW, and their list of software, WoW an "adventurer's" dream
come true!
I soon sent off an order, and then another two
All my games from WoW they were sent first class,
so I didn't have long to wait.
To see our friendly postie, open up our garden gate!
Now my games from WoW number forty (or more)
and I've made myself a promise.
As soon as new games are released there at WoW
I'll be writing to Joan, and to Maurice!
'Cos, WoW in my eyes, you're a great software house.
So please keep up the great work that you do.
'Cos in the "adventure games" market,
We need you, really we do!!



LIFE OF GRIMWOLD - PART 5

A suggested ending written by Damian Steele

(continued from Part 4 in Probe July 1993)

"You, are a dwarf," the Dragon stated. "At least you smell of a mixture of coal, diamond, leather and ale. Therefore, you are a dwarf."

Grimwold stood transfixed as a large rheumy tear rolled slowly from the Dragon's eye, along its scaled snout and dripped wetly onto the already damp gold. It was only when the tear passed through his field of vision that our hero remembered the Dragon. He looked up quickly and then back to the treasure just in case it should have vanished when he looked away. Satisfied that it had remained safely within sight, Grimwold turned his mind to the problem of the Dragon.

"Er, yes," he said, unable to disagree. He was, after all, undeniably a dwarf. It wasn't much of a conversation but at least he hadn't yet been turned into a Dwarf Flambe.

Grimwold shuffled his feet uncomfortably and waited to see what the Dragon would do. You see, although he was a remarkably fore-sighted character by dwarven standards - he once planned two meals in advance - Grimwold was unsure what happened next.

The Dragon, however, knew what was what and said in a terrifying voice "You have one last request and then we shall part. At least," the Dragon paused dramatically, then said "you shall."

Thoughts raced at a frantic dwarven speed through Grimwold's mind. So it was some minutes before he spoke. "I," he began, for it was as good a beginning as any, "would like to challenge you to a race, and if I win then I live."

At this the dragon laughed loud and long. So loud, in fact, that a number of rocks fell from the cavern roof causing Grimwold to wince as they squashed innocent gold coins that lay amongst the treasure. One small rock even hit the Dragon itself, but it didn't seem to notice. When it had stopped laughing and finally got over those little after-giggles which follow a good side-splitter, he pointed his gaze toward Grimwold. "A race, dwarf? You, a puny pepper-pot person, against me? You stand no chance, but as it is your last request, I accept."

Between them they agreed a point to race to, and then back from, with the first to arrive at the cavern being the winner. Shaking its enormous bulk free the Dragon ambled over to the start line. Grimwold clutched his war-axe tightly and spoke a quiet prayer to the God of gold. Then, his voice quivering slightly, shouted "Go!" and swung the axe for all he was worth.

In a pounding of limbs and a crashing of flapping wings the Dragon left the cavern, charged out through the tunnels and roared into the air, spewing flame in its enthusiasm to finish the race and return to snack on the dwarf.

The land passed swiftly beneath the Dragon's beating wings. For the first time in too long, from the beast's point of view, whole communities below ran in fear as its great shadow blotted out the sun.

Later, the Dragon landed in a field of the appointed land and glanced around. Seeing no sign of Grimwold it laughed and said to itself "A pepper-pot beat me in a race? How amusing!"

The laughter changed to puzzlement as a voice from behind the Dragon spoke. "Maybe so, but I will." Puzzlement changed to disbelief as the Dragon spun about and there, on the sun-drenched grass, stood Grimwold. Wasting no time in idle chatter the mighty Dragon turned again and thundered across the field, building up speed for a take-off. Swooping into the air the beast flapped its wings furiously and blasted through a flock of geese causing them to break and wheel in fright. Flying faster now than a speeding arrow the Dragon pumped across the miles, the land below blurring into a muddy green streak as it passed so swiftly below.

After only a few minutes the Dragon's homeland came into sight. Slowing minutely the Dragon altered course so that it was diving downward toward the tunnels. As it swept by the bridge the fearsome Balrog was dragged from the edge - where it sat consuming Grimwold's food - by the force of the creature's passing and was flung to the rocks below. The Dragon didn't notice and continued on, sweeping and banking through the tunnels until it reached the cavern. Breathing hard, it sank down onto its hoard of gold and thought thoughts of killing a dwarf.

"What took you so long?" asked a voice not unlike Grimwold's. In horror the Dragon turned. There, leaning against the wall and chewing a blade of grass, was Grimwold.

Unable to believe that it could have been beaten, the dragon roared its defiance in a voice as loud as a waterfall. "NO!"

But this proved to be its undoing. Far above, amongst the dying echoes, a large stalactite broke free from the roof and began to fall.

The Dragon reared up and sucked in its breath preparing to roast the helpless dwarf. A strange whooshing noise caught its ear and it looked up. Jaw dropping in surprise, the Dragon had only enough time to mutter a surprised "Ulp?" before the pointed stone pinned it to the floor.

Grimwold waited with his eyes closed for the flames to sear his body, but they didn't. Daring to peek he noticed first the treasure and then the Dragon. The very dead Dragon. Then he saw his war-axe right where he had left it - stuck in the Dragon's tail where he had held on.

Epilogue

Although wealthy beyond his fevered imaginings, Grimwold now runs a small meat supply business. He mows that it will never turn a profit as he only offers one product. Dragon steaks.

(This final part of the Grimwold saga was written at Simon Avery's suggestion.

He has read it and chose not to change it in any way)



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NEW RELEASES

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In this three part adventure you play the part of Princess Bronwynn, only daughter of King Brendan and Queen Sophia of Alizon. While at the wedding of your brother, you are horrified to hear your father announce that he has promised your hand in marriage to Timothy, Prince of Karsten, a neighbouring kingdom. Timothy is middle-aged and a right twerp, and there is no way in the world that you are ever going to marry him. When you protest to your father, he has you confined to your chambers in the castle. You realise that the only way that you are going to avoid this detested marriage to Prince Timothy is to escape from the castle and run away - but to where? Then you remember your cousin Kelson, who is king of Hecate. He is one of your favourite relations, and hates your father for not sending help when the Xixon lizardmen invaded Hecate a year ago - surely he will give you sanctuary? Can you guide Bronwynn in her bid to escape from this very unwelcome marriage and find sanctuary with her cousin King Kelson?

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DEATH OR GLORY by MARTIN FREEMANTLE

You, Doug Thornton, having received your late father's legacy comprising solely of a letter describing a quest to recover the Medallion of Immortality and the return of it to the Circle of Nine warlocks at the village of Hayworth. In order to achieve this you had to kill the Silver Dragon that guards it. You set out on your quest and after many trials and tribulations finally arrived at the Dragons lair and succeeding in destroying it and recovering the Medallion. The above events have all been chronicled in 'Dragon Slayer' the first part of this saga.

Having recovered the Medallion, you set off back towards Hayworth and after a days travel through the mountains you come to a sheer rock face and with some difficulty managed to climb down to its base. Finding yourself amidst a clump of thick thorny bushes that adorned the base of the granite mountain and extremely tired from your days travel you decided that this would be as good a place as any to bed down for the night. Upon awakening you were greeted by the sight of a gap in the granite wall of the mountain closing and you soon discover that all of your possessions have been stolen. You must now it seems find a way to recover the stolen Medallion before you can continue your journey on to Hayworth.

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The Search for Jaelaine

In this two part adventure, you once again take on the persona of Mike Erlin, hero of "Magnetic Moon" and "Starship Quest". The story starts 6 months after the end of those two adventures, as Mike Erlin was enjoying some rest and relaxation whilst the first of a new fleet of starships, copies of the "Galaxis" which you discovered in "Starship Quest", was being built. You have been promoted to Captain and will command the flagship of the fleet, which is to be named "Christopher Columbus".

Then, the peace was shattered by terrible news. The moon Psis, where you started your adventures, had been attacked by a small assault force of pirate ships, out for revenge for the capture of their comrades on the moon! The scientific base on the moon had been destroyed, the underground city of the Psians attacked and - worst of all - the priestess Jaelaine kidnapped! The Space Patrol believe that one man may succeed where a large force would fail, and you are given the task of finding out where Jaelaine has been taken to and rescuing her from the clutches of the evil Space Pirates.

REVENGE OF THE SPACE PIRATES - The Search for Jaelaine is available now from FSF Adventures at the following prices:

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* * * * *

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IMPORTANT NOTE

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Zenobi Software

THEME PARK U.K.

Throughout the 1900's the 'Fairground' was the place every child wanted to visit. Just the thought of the various 'rides' and the many different 'prize-stalls' was more than their tiny minds could handle. A visit to such a place meant sticky candy-floss, coconut shies and loud music.

Then in the latter half of the century there was a 'shift' towards more adult-orientated pursuits and the 'Theme Park' was born. This was a place where 'fantasy' intermingled with the 'fairground' to produce an entertainment more suited to all tastes. Such places went under the name of 'GULLIVER'S WORLD' and even 'CAMELOT' but they were all essentially the same thing ... somewhere to enjoy yourself!

However now is the 21st century and such places have long since made way for the new 'playgrounds'. These 'THEME PARKS' are loosely based on the old style ones but this time there is a very subtle difference. The emphasis is not so much on good old 'enjoyment' as much as it is on plain old 'survival'. For these are 'THEME PARKS' with a difference

THE STORY SO FAR

It is the year 2050 and you are standing at the entrance to a 'THEME PARK'. This park is **very different** from the ones people used to visit back in the 1990s.

There are no 'tame' rides in this park, instead you are thrown into 'real-life' acts and situations where you have to use your wits and your intelligence to survive the 'day-out'.

The park is divided into sections and in order to visit each section you will need to use the 'tokens'. Any items found in one section can be used to solve problems encountered in another. Hidden in each section is a 'special' object. When you have found them all just take them to the main entrance and you will be allowed to go home. Returning to the main entrance for any other reason will terminate your visit to the 'THEME PARK'.

So prepare yourself for the 'day-out' of a lifetime and let's hope you live to tell the tale

NOTES

A useful 'help' routine is built into the game but it will no always be available, to use it just type H or HELP. Use the commands **RAMSAVE** and **RAMLOAD** in order to store positions in **MEMORY** but always use **LOAD** and **SAVE** to make a more permanent record on **TAPE**.



Spectrum 48K/128K+2

ADVENTURE

AMIGA

With effect from 1st AUGUST 1993 the following 'SPECTRUM' games will be available for the 'AMIGA' range of machines ... albeit in the form of a 'SPECTRUM' game that has to be loaded and played through an 'emulator' programme. The 'emulator' will be supplied FREE!

<u>TITLE</u>	<u>AUTHOR</u>	<u>TITLE</u>	<u>AUTHOR</u>
Thane Park	J.Lockerty	Black Tower	Diane Rice
Crystals Of Kings	K.Burnard	Mummy's Crypt	L.Creighton
April 7th	G.Lynas	ARC	S.McClure/I.Smith
*Diablo	M.Cantrell	Hit	S.McClure/I.Smith
Ellisnore Diamond	J.Lockerty	Out Of The Limelight	J.Scott/S.Boyd
Marooned	L.Creighton	Project Nova	M.Cantrell
FCW	G.Pitchford	Golden Pyramid	L.Creighton
Quest For The Holy Something	C.Davies	Stranded	D.Hawkins
Legacy For Alaric	Palmer P. Eldritch	Balrog And The Cat	The Balrog
Retarded Creatures & Caverns	The Balrog	Agatha's Polly	Linda Wright
Magic Isle	Palmer P.Eldritch	Kobayashi Naru	C.Wilson
Phoenix	Traveller In Black	From Out Of A Dark Night Sky	The Balrog
Violator Of Voodoo	Traveller In Black	*Jekyll And Hyde	Essential Myth
Aztec Assault	Traveller In Black	Secret Of Little Hockmbe	The Balrog
Celtic Carnage	Traveller In Black	The Challenge	J.Lockerty
Behind Closed Doors (The Saga)	The Balrog	The Enchanted Cottage	J.Lockerty
The Cup	J.Lockerty	The Hammer Of Grimmoide	J.Lockerty
Impact	L.Creighton	Diamond	D.Francorte
Jack And The Beanstalk	J.Lockerty	Lifboat	J.Lockerty
Davy Jones' Locker	J.Lockerty	The Golden Locket	K.Burnard
Seeker Of Gold	The Balrog	Matchmaker	J.Lockerty
The Mutant	J.Lockerty	Rudd And Slam	The Balrog
*Bored Of The Rings	Fergus McNeill	Jade Necklace	J.Lockerty
*The Big Sleaze	Fergus McNeill	Realm Of Darkness	J.Lockerty
*The Roggit	Fergus McNeill	The Witch	J.Lockerty
*Robin Of Sherlock	Fergus McNeill	Bulbo And The Lizard-King	The Balrog
Jester's Jaunt	June Rowe/P.Gardin	Jade Stone	L.Wright
Very Big Cave Adventure	St.Brides	Bugsy	St.Brides
The Darkest Road	C.Wilson	Tears Of The Moon	C.Wilson
Cloud 99	L.Wright	Qpl.Stone	J.Taylor
The Escaping Habit	J.Lockerty	Kidnapped	J.Lockerty
Staff Of Power	Sue Medley	*Jack The Ripper	St.Brides

All titles cost £2.49 each, except those marked with a '*' and these cost £2.99 each.

Please note that all games come complete with a 'FREE' emulator programme with which to load and play the games on your AMIGA machine ... see notes for further explanation of this

NOTES

Switch on your machine and then insert the 'emulator' programme into the disk drive. When the workbench is displayed just 'double-click' on the ZENOBI icon in order to run the prog and when the 'emulator' is up and running just move the cursor to the 'status' line and hold down the RIGHT MOUSE-BUTTON to access the various menus. Select LOAD SNAPSHOT and then select the file of your choice in order to play the game. Please note that certain games will save BOTH a 'header' file and a 'bytes' file when saving your game position, so just enter your file-name and select as appropriate. Other games will use only a 'bytes' file. This all depends upon whether the game needs a 'filename' for its 'saved' positions or not. The games will all 'save' their position to an AMIGA formatted disk and reload from same.

NAME : ADDRESS :

..... POST CODE :

AMOUNT ENCLOSED : TITLES REQUIRED :

TEXT ADVENTURES by MICHAEL HUNT/GRIMWOLD/SIMON AVERY

Michael Hunt's adventures (the atmospheric side):

MERLIN - 2-part game set in the 5th century featuring King Arthur's head magician, Merlin, in his quest to rescue Guinevere. Start off in Tintagel and travel to Boscastle, overcoming many puzzles. Difficulty: 6/10 Available for Amstrad/C64/Spectrum

PRE-HISTORY - Based at the end of the last ice age. Aid Arkenla, a female wanderer, and her mate, Sarudan, in their aim to rescue their kidnapped family. Difficulty: 7/10 Available for Amstrad/Spectrum

Grimwold's adventures:

A DAY IN THE LIFE OF A TUPPERWARE SALESMAN - A 2-part jaunt with the new superstar of adventuring, Horace Hugglethwaight. Help him through many puzzles, groan with him through many puns and generally "deliver him from evil". Features a free certificate when the game is completed. Available for Amstrad.

GRIMWOLD'S BIG ADVENTURE - Given away free with "Tupperware". Grimwold has been transported from his much-loved mine to the twentyfirst century. Join him as he tries to understand the marvels of technology as he attempts to return to his own time.

Simon Avery's adventures (the "normal" side):

THIEF'S TALE - A 3-part game in which you guide Sid and his companions through a strange land. Available for Amstrad/Spectrum

GERBIL RIOT OF '67 - Ever been incarcerated in a room with rubber walls? If so, you'll know how to get out of this "laughing academy". Meet the many weird and wonderful characters that litter this "bouncy hospital". Available for Amstrad/Spectrum

HOUSE OUT OF TOWN - Journey from your solicitor's office to the house in question and try to find the late owner's will. Available for Spectrum

ROUGE MIDGET - Based on the famously popular "Red Dwarf". Playing a scutter, you must figure out how to escape, leaving the remaining crew to expire as the mining ship crashes. Available for Spectrum

MAGICIAN'S APPRENTICE - Rescue your mentor, a famous magician who is suffering from a strange ailment. Available for Amstrad/C64/Spectrum

TOTAL REALITY DELUSION - A weird jaunt through a bizarre land. Find your way back to normal times. Available for Amstrad/Spectrum

PRISON BLUES - Escape from Her Majesty's Pleasure. But how? Available for Amstrad/Spectrum

DANGER! ADVENTURER AT WORK! - The well-received adventure in which the quest is really quite simple. Find somewhere nice and quiet where you can play your adventure games in peace. Available for Amstrad/C64/Spectrum

DANGER! ADVENTURER AT WORK! TWO - More of the above. Pay the electric bill so you can get back to playing your adventures. Three scenarios to explore, plus a quick trip to heaven and hell. Available for Amstrad/C64/Spectrum

TIZPAN - Rescue your lovely Jayne from the clutches of the fearsome monkey that is holding her captive. Available for Spectrum

LABYRINTH - You've read the book, seen the film, now play the game! Find and retrieve your little brother. Available for Spectrum

JASON OF THE ARGONAUTS - Find the fabled golden fleece. Available for Spectrum

DANCES WITH BUNNY RABBITS - In order to regain his father's respect (and his beloved teddy bear) Texas Timmy sets out for the Badlands to find the "untold riches" rumoured to be at the bottom of a mine. Available for Amstrad/C64/Spectrum

Amstrad versions from:

WoW Software
78 Radipole Lane
Weymouth, Dorset
DT4 9RS

Spectrum versions from:

The Adventure Workshop
36 Grasmere Road
Royton, Oldham
Lancs, OL2 6SR

Commodore 64 versions from:

The Guild/Binary Zone PD
34 Portland Road
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WR9 7OW



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(David Jackson)



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Cases are a type of luggage
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Pnnters are people who can't do joined-up writing
Chips are best with salt and vinegar
Jumpers are items of clothing
PCs carry truncheons and wear pointed hats
Joysticks are sex aids
Chargers are horses or those who want money
Gender-benders dont know which way to turn
DRAMS are what make you fail Breath Tests
SIMMS is actress Joan's surname
SIPS are small gulps
DIPS are short swims
Ports are similar to Sherries
Sockets are things with light bulbs in
Pins are Needles you can't get a camel through
Keys are used to open locks
Stacks is lots and lots
Interrupts are Heckling
Drivers are Golf Aids
Path is similar to a Pavement
DR DOS is a Medical Practitioner
Operating Systems are things that get written up in Medical Journals
Cards are used for playing Poker
Programs are something you watch on TV
Pascal is a unit of pressure
Cable is a telegram
Baud is an Upper Class version of being fed-up
Open Architecture is Landscape Gardening
DOS are posh parties
dBase is the opposite end to the top
Data is an android in StarTrek

Byte is something you do with teeth
Cartridges get fired in guns
Parity is the condition of having borne children
Plugs are on Chat Shows
Feeders are used when angling
Drives are first shots at each Golf hole
Windows get Double Glazed
Memory is a thing of the past
Discs are things that allip
Circuits are things like Brands Hatch
Transformers are toys
Fonts are found in Churches
Back-up becomes annoyed
Addresses are where people live
Accelerator is a pedal in a car
CAD is a kind of bounder
Read/Write Heads are Senior Teachers
IDEs are what arrive in March
Boot is a type of footwear
Root is the ar- end of a flower
Buffers are found in railway stations
Files are good for doing your nails
Hayes is in Middlesex
Macro is a Superstore
Protocol is a diplomatic behavior code
Shell is the biggest Oil Company in the United Kingdom
Norton is a Motorbike
Boards run Companies
Debugging is what Rentokill does
Spreadsheets is what a chambermaid does
Utilities are Gas, Electricity and Water
Programmming is what you do to your video recorder
Icons are religious figures
MIDI is the south (of France)

ADVENTURE WRITING WITH AMOS by STEVE CLAY

AMOS is not the landlord of the Woolpack. AMOS is a BASIC language intended for the writing of games and serious software on the Amiga. Because of the BASIC label AMOS receives a bad press and more often than not games are dismissed because they are an AMOS game, much in the same way that Quilled games were treated with scorn by reviewers who despite their own opinion knew no better.

I opted for AMOS after trying various PD utilities without the remotest success. They either failed to do what they said, in some cases being unstable, in others requiring an extensive understanding of CLI and AmigaDOS. I was against using AGT because of the look of the finished product, I didn't like the way text was loaded in when required causing a pause in the game after most inputs. In the end you had a glorious 16-bit machine that was playing at half the speed of a Spectrum.

AGT uses random files to hold the text - location and message. AMOS also allows you to use this method and in its favour the final program listing is a far more manageable beast. However, AMOS allows you to use string arrays i.e. `LOC$(1)="A wooded glade....etc"`. As I have said this makes the listing larger and seemingly cumbersome but, and it is a big but, you can edit messages, locations, instantly and as long as you put the text near the end of the listing they tend not to get in the way.

The thing that will put many off AMOS is that you have to do everything yourself, you'll have to write your own parser, text formatting routine, the lot! This wasn't as bad as I had thought it would be and with the help of a wonderful book (details at the end) I soon had a working parser. Having used PAW I set out my own program in a similar way, using a Process 1 and 2 type table and using subroutines in the same way that PAW uses the other Process tables.

The beauty of AMOS as a game creator is that there are numerous options available and you as the programmer can choose to do as you wish; you can have mouse zones that can be used to detect the position of the mouse pointer and if the mouse has been clicked in the zone - fact! I wrote a point and click interface in one evening if ever I should need one - you can have Hires or Lowres screens (2,4,8,16,32 etc colour), you can utilize sprites and bobs (for animated intros or whatever you fancy), sampled sound and soundtracks are also available! There is even a screen packing system that can be used to provide instant graphics from memory. As an example, anyone who played the Spectrum version of The Taxman Cometh will have encountered the tile puzzle. On the Amiga the player can play this in its original format (text) or, using the mouse, can play the puzzle in a graphic format.

Debugging is made easy with a number of routines built into the AMOS editor; there is a monitor that allows you to follow the program through step by step. This takes some time but is much quicker than staring at line upon line of program listing. There is a block menu that will take a highlighted block of the program and cut it out or if you want to you can paste the block elsewhere or even store it in memory. And there's more, there is a search menu that allows the programmer to search and replace any statement with another. It doesn't sound brilliant but it can be invaluable if you are in search of a flag.

At the moment my game is running at about the same speed as 8-bit machine code games. It is much faster than AGT and Ram Save takes 1 second, saving a game takes 10 seconds. This is from someone who has never programmed in BASIC before and also before the game has been compiled.

The main reason for this article is to point out that AMOS has lots of things going for it and instead of waiting for an adventure utility why not have a go yourself? Like me, you may surprise yourself.

The book mentioned above is the "Amiga Game Maker's Manual" by Stephen Hill. Published by Sigma (ISBN 1-85058-230-0). This is a brilliant book that has a complete section on writing adventures, also RPGs and simulations, as well as loads of general information on sound, graphics, even publishing your own game. If you do get AMOS then find a copy of this book!

WHAT DO YOU BELIEVE by DAMIAN STEELE

Recently I was reading a piece on "Believability" in adventures by James G Johnson, in the June issue of Red Herring (I was given a free copy).

After a very funny outline of a spoof adventure he mentioned an example of a character carrying a fishing boat over a distance - alone. Printed in tones of horror, he exclaimed that the unbelievability of such an action had completely ruined the game for him.

Whilst I agree that this particular instance the action performed was "a little unlikely" to say the least, in my opinion there are occasions where 100% believable actions can get in the way of the adventure.

Imagine the scenario of a game author. Having fully planned an adventure with some puzzles around half way into it, he (or she) has seeded an earlier location with many of the items that will be needed later. Let's say that one of these is a step ladder. Further imagine that the game character is required to take a taxi to another location.

Should the author bar the player from entering the taxi if they have an item that in the "real world" - and I use that phrase with a touch of sarcasm - would not normally fit into the taxi, or allow it, balancing playability and puzzle-solving against believability?

Another point to mention is carry limits. Personally I hate them. I am fully aware that normally, sooner or later, we all run out of hands and pockets in which to carry things, but in a world of fantasy do we have to act under the same constraints? Surely part of the attraction of playing an adventure is to get away from "reality", if only for a short time?

I would rather play through the game, concentrating on the puzzle-solving and watching the story unfold without constantly being faced with the dreaded "Your hands are full" message. This message only serves to bring me "out" of the world that the game is set in. An adventure to me is like a book. I need to "get into" the story to play a character as if I was there and play-stopping messages like that only act as a slap around the face saying "Hey, hold up. Time to decide - is it the withered carrot or the boxed record set that you dump?" Is it too much to be allowed to keep both and be left to get on with the game?

SAYING OF THE MONTH

RED HERRING (sent in by Damian Steele)

Meaning - something introduced as a distraction. Origin - from the trick of destroying the scent in a fox hunt by drawing a smoked red herring across the track.

AMIGA COLUMN by STEVE CLAY

Every month with tedious regularity I let you know what games that will interest the adventurous are available. Many of these games are released at "Budget" prices. (See those quotas? Those quotas are a sure sign that I'm about to rant about so-called "Budget" prices!) When 8-bits ruled the world and 16-bit computers were the playthings of the rich and famous, budget meant £2.99 or £3.99. These days the same word means anything from £7.99 to £16.99. Now in no way can £16.99 be said to be "budget". Given that the games that are appearing at this price are mainly the old (4-6 years old) Sierra games then you have to question seriously if these games are worth this price. Early Sierra games are fairly ropey compared with the adventures of today and perhaps would be more fairly priced at £9.99. Some releases warrant the higher price, where manuals are included and the game is of a fairly complex nature. I think (and let me know if you disagree) that £12.99 is the maximum that should be charged for "budget" releases.

Right! On with the show!

Zenobi are offering to convert your old Spectrum adventures to run on the Amiga under emulation. They will charge £5 for this service and the customer will provide the originals and proof that they are not pirate copies. Details from Zenobi Software, 26 Spotland Tops, Outgate, Rochdale, Lancs. OL12 7NX. (Please enclose SAE) Tai

The CD ROM that was promised for the A1200 has rather worryingly been put to the bottom of Commodore's product list due to "technical difficulties"! Now, either Commodore are hoping to boost sales of the CD32 console, which it is rumoured will soon receive a £100 cut in price bringing it down to £199.99, or the recent financial difficulties that Commodore have suffered have been harder than they admit and the cash isn't there to fund the CD ROM development. Either way it means many disappointed A1200 users who hoped to be able to sample the CD delights and it means the Amiga loses a bit more ground with the PC. One good point regarding CD production is that Lucas Games are looking into producing for the CD32!

I've had a look at Simon the Sorcerer via a coverdisk demo. It's nice to see a lot of humour being used in the messages to the player. Floppy users can expect to spend a great deal of time listening to the tuneful sound of their disk drive whirring away as another block of graphics are loading in. Progress isn't being made with this problem! Simon has an intelligent cursor which means you spend a great deal of time running the cursor over every nook and cranny of the screen in the hope that it picks up something useful!

Sierra have bought out Coktel and the first fruit of this union is Goblins 3. In this latest incarnation of those wierd little chappies you take on the role of Blount a journalist out for the story of his life. You have to keep two sides happy in an attempt to find out the meat of the story. As with the previous games the aim is to solve each screen and move on. I have a feeling that Goblins 3 may lose something because of the single character. The previous offerings had 2 and 3 Goblins to control and this added a new dimension to the game.

On "budget" release now. Space Crusade is the Gremlin version of the MB board game. Your team of space marines must enter the spooky wrecks of space ships and remove all those nasty things that lurk within. You have the choice of top down or 3D views. (GBH (£9.99). If you like trains or Harold Dixon's review of A-Train tempted you then you are

now spoilt for choice. The above mentioned A-Train and the classic Railroad Tycoon are both available at £12.99 from the Hit Squad and Action 16 respectively. The man behind Lords of Midnight and formerly my English teacher has Ashes of Empire (In which a mail order catalogue is burnt) released by Action 16 at £12.99. Said to include arcade sequences and a touch of diplomacy it appears to be another epic product.

Finally congratulations go out to CU Amiga. Having seen the rise in popularity of graphic adventures they have altered their adventure column to appeal to the more sad amongst us. The column is now called Vampyra and sports an Elvira lookalike who answers every request with some sordid sexual comment. It's really good to know that CU Amiga feels adventurers are a bunch of drooling teenagers who need an eyeful of clavage with their games. Grow up!

Shameless plug time. The Taxman Cometh - Amiga version - is being playtested as I write. If you listen hard enough you'll hear the screams of anguish emanating from Scotland!

NEWSDESK

PC Software from Zenobi

From 1st February Zenobi is offering a large selection of Spectrum titles that will run under emulation on the PC. The emulator is shareware and as such has certain features disabled. If you want the complete version simply register as a user. There are a lot already available with many more "conversions" to come. On 3.5" disc only at £2.99. Send an SAE to 26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX for full details.

Spectrum to Amiga Service from Zenobi

As mentioned in Steve's Amiga column, the C-Team (not the A-Team as I have been known to call them) will transfer Spectrum adventures to run on the Amiga under emulation. £5 and a short wait will soon have you playing some of those text adventures you bought before you got your Amiga. Once again an SAE will bring you full details, address as above.

"New" Spectrum titles from The Adventure Workshop

When I realized that Adventure Probe Software wasn't in a position to offer both tape and disc, I have been working closely with Phil Reynolds (well, ringing him up almost every day for news and asking if I can do anything to help) and he has been working flat out re-playtesting and generally improving the presentation of the titles (plus others) from The Guild's former catalogue, so that customers will get the service he and I think they deserve. Now all he needs are orders to confirm that all his trouble has been worthwhile. Please see The Adventure Workshop advertisement in this issue for details, also my review of the reprogrammed Castle Warlock.

Bash Yer Brains with Commodore Force

Have you seen the March issue of Commodore Force? You may think it means that the adventure column has finished, but according to my "deep throat" it ~~will~~ continue. However it won't be written by Mandy, as far as she knows, as she hasn't been asked to write her next piece. I don't know who will be the new Bash (or whatever name they are given) but I wish them luck and hope they will remember to keep in touch with fanzines like Adventure Probe, Red Herring, and The Adventure & Strategy Club.

JEREMY'S NEWSDESK

First off this month is The Adventure Workshop. By the time you read this the following adventures *should* be available (please check first!)-"Run, Bronwynn, Run" by Larry Horsfield (3 parts, PAWed). I understand that this game is CPM+ ONLY and is £5 disc.

"Khangrin Plans" by Jamie Murphy (PAWed) CPM disk £5.

"Crystal Caverns" by Harry Capeling (OUILlad) £2 tape £4 disc.

"The Million Oollar Great Jewel Heist" by Oorothy Miliard (OUILled) £2 tape £4 disc.

"Knights Abode" by Mark Stewart (PAWed) CPM disc £4.

When ordering a CPM game please state whether you have CPM 2.2 plus, or both, and your preference. Write to The Adventure Workshop, 36 Grasmere Road, Royton, Oldham, Lancs. OL2 6SR. All cheques etc, payable to P.M.Reynolds.

One more thing before we move on. Phillip has told me that he is currently preparing a Spectrum catalogue for the Workshop, so all you lucky Spectrum owners, look out for that one! (see adverts. in this issueBarbara)

WoW Software has a few new titles to present, too. Again, please check for availability before ordering.

"Sound of HM" by Frank Fridt, £2 tape £4 disc.

"Pirate Problems - A Midsummer Day's Oream Pt.1" by Peter Clark (2 parts, GACed). This is a new GACed version giving the opportunity for tape owners to play this great adventure. In actual fact the antire game has been separated into four parts through the translation from PAW to GAC, but as the last two parts are not quite ready Maurice and Joan have decided to release the first two parts as a separate game. When the other parts become available they will be sold as the second part of the game. I hope you understood all that! £3 tape £5 disc.

"Final Demand" by Steve Clay. This must be the most aagerly awaited ralaase from WoW after Stava's pravius excellent "Taxman" games. £2 tape (GACed), £4 disc (PAWed)

in the pipeline is a sequel to "Who's Afraid of the Bairog" by Marlon (aka Margaret Crawdson and Lorna Paterson!). More news as it is available. Write with SAE to WoW Software, 78 Radipole Lane, Weymouth, Dorset, DT4 9RS. All cheques etc. payable to J.G.Pancott.

That just about wraps it up for another month, see you all next time! (Jay Honosutomo)

ADDITIONAL SOLUTIONS

The following additional solutions are now on file AFRICAN ADVENTURE, BALROG OF TRIAD, CAIRO CONNECTION, COLOSSAL CAVE AOVENTURE (Anubis), DEATHMASTER, EBONY TOWER, GRYPHON'S PEARL, GUERRILLA WARFARE, ISHAR 1, JUNGLE BUNNY, KIONAPPED (Softside), LEGENO OF LEYOON HOUSE, LOST EMPIRE, MAGIC ADVENTURE (Tom Frost), MELTOOWN, MUG Pt.1, PENELESS, PIRATE PROBLEMS (Pt.1 of A Midsummer Day's Oream), RDOM OF THE LOST JEWELS, SEA PHANTOM (C84), SIMON THE SORCERER, STYGIAN TOMBS, TEMPLE OF DREG, WHO'S AFRAIO OF THE BALROG.

HELP WANTED

If anyone has, or knows about, a Commodore 1571 disc head alignment kit (disc) please contact : Hilary Walton, 15 Holystone Gardens, North Shields, Northumberland, NE29 8JR

IN TOUCH

WANTED TO BUY OR SWAP FOR C64 : Preferably on tape. Vera Cruz, Borrowed Time. Tass Times in Tonetown. Please contact Lee Morrall, 83 Cannock Road, Heath Hayes, Cannock, Staffs, WS12 5HQ.

FOR SALE FOR C64 : Adventures on tape and disk. Please contact Ken Chambers on 0203 715387 (after 5.30 pm) for complete list.

WANTED : FOR C64 on tape or disk, ELITE. Also does anyone have a map for PIRATES by Microprosa/Klxx? Please contact Allan Watkins, 299 Dinas, Traowan, Nantowen, Powys, SY16 1NW. FOR SALE FOR C64 : On tape - £1 each - The Curse, Mystery of the Lost Sheep, Tomb of Xelpos, Fools Gold, The Hobbit, Robin of Sherwood - The Touchstones of Rhiannon, Souls of Darkon, Pirate Adventure, Heroes of Karn, Kayleth, Frankenstein, Price of Magic (inc. Lenslok device), Transylvanian Tower (3D Maze Adv.) On disk - £7.50 - Champions of Krynn. All prices include p&p. Please contact Damian Steele, Flat 2, 4b Fenton, Southfield Rise, Paignton, Devon, TQ3 2NE.

BLANK DISKS FOR SALE : 3.5" D/S D/D (720K) with a replacement guarantee, £4 for 10 incl. p&p. Suitable for PC, Amiga, ST, Mac, Spectrum +D, Amstrad external 3.5" drive, etc. Send cheque/p.o. to Simon Avery, Hamlyn's Cottage, Old Exeter Road, Chudleigh, S. Devon, TQ13 0DX.

FOR SALE FOR PC : Secret of Monkey Island £10, Zork 2 £4, Zork 3 £4, Wishbringer £4, Sorcerer £4. All 3.5" disks, price incl. p&p. Apply Simon Avery, Hamlyn's Cottage, Old Exeter Road, Chudleigh, S. Devon, TQ13 0DX.

PERSONAL

To Uncle Horace Have been reading about you in Probe. Is there any truth in the rumour that you are resident in the Durham area? ... Please send photo East Anglian Admirer
To Dorothy Millard Thanks for taking my games Down Under! From Lee Morrall
To Grimwold Ouch! Ouch! Ouch! From Uncle Horace
To Oamian Hiya! From Uncle Horace
To Rudi Don't tell Ellen, but tomorrow we roll! From Uncle Horace
To Jo Wood "Thanks" for the "Thanks". Finished Tupperware yet? From Ellen
To Ellen Mahon Good news about Horace, Thanks for the support Damian
To Jean Childs (The lady with the incomplete dictionary) - "vegetaballism" IS a word
..... From Zebedee

To Allan Batchellor Nice portrait, but I don't remember ever meeting you Grimwold
To Zebedee My 2515 page Shorter Oxford English Dictionary is also incomplete, but then it is 35 years old. From your editor

GETTING YOU STARTED

TOTAL REALITY DELUSION played by Ellen Mahon on an Amstrad

Start in a clearing. N. N. OANCE WITH TREES. GET STARLING. EXAM STARLING. UNPLUG GHETTO BLASTER. LOOK. GET TAPE. EXAM TAPE. S. S. S. S. EXAM WELL. PULL ROPE. GET BUCKET. EXAM BUCKET. N. E. IN. GET WOOLLOUSE. EXAM WOOLLOUSE. OUT. W. N. E. EXAM SCARECROW. GET TROUSERS. EXAM TROUSERS. WEAR TROUSERS. OIG HOLE. PLANT TAPE. COVER HOLE. GET CHAINSAW

SETTLEMENT 13 Pt. 2 played by Vicky Jackson on a Spectrum

I. LOOK IN RUCKSACK. X HUT. N. N. W. W. LOOK UNDER SINK (find wrench). W. X SHEO. TAKE HAIRGRIP OUT OF RUCKSACK. PICK LOCK. ENTER SHEO (now have spade). E. E. U. X BED. SEARCH BED (find book). READ BOOK. O. E. S. S. S. E. X REFRIGERATOR. SEARCH REFRIGERATOR (find snips). W. S. W. LOOK BEHIND BAR. X DISPENSER. CUT TUBE. PUT ALL IN RUCKSACK. E. S. W. X LIBRARY. X MANUAL. E. N. N. N. W. W. SW. W. SEARCH BARN. GET NAILBAR. U. X HAYLOFT. O. FEEL WALLS. E. SE. X SCARCROW. OIG EARTH. DROP SPADE. GET OBJECTS



THEME PARK USA played by Barbara Gibb on a Spectrum

I (leaflet and token). READ LEAFLET. DROP LEAFLET. ENTER (need token). N. ENTER (shuttle cab). X SCREEN. PRESS 4. E. ENTER (Hollywood). E. N (note you need a card). E. SAY HELLO (says you need a gun for card). W. W. N. N. E. ENTER. X MACHINE. HELP (decodes with alphabet numbered from letter H). STAMP FOOT. TAKE OOLLAR. LEAVE. W. S. S. LEAVE. W. ENTER. PRESS 3. NE. ENTER (New York). E. X SQUARE. WAIT (traffic stops). N. WAIT. N. N. NW. NE. X JUNK (find watering can). X JUNK (find baseball bat). TAKE ALL (bat and can). X CAN (empty). A mugger will accost you sometime during the next few locations - unless you are carrying the baseball bat he may kill you.....

CASTLE WARLOCK played by Ann Castelow on a C64

Start in forest glade. X (dead) GUIDO and TAKE PAPER. READ PAPER (note word). S. TAKE FROG. X FROG (looks almost human!) KISS FROG (turns into a prince who goes off in a huff and a cloud of dust). E. SE. S. W. S (in hut). X BLANKETS and TAKE COIN. N. E. N. NW. W. N. N. N. NW. NE (rear of castle). TAKE GARLIC. CLIMB CLIFF (now in small cave). X SKELETON. MOVE SKELETON and TAKE (finger) BONE. D. SE. SW. N (courtyard). X WELL. DROP COIN (into well). Note what the voice says). N (gatehouse). Remember the clue at the well and what you read on the paper. so WHISPER LEVITE (doors grind slowly open and you can enter the castle)



ARTHUR:QUEST FOR EXCALIBUR played by Mary Scott-Parker on an Amiga

"Arthur, The Quest or Excalbur" is a text adventure, which although not my favourite genre, endeared itself to me, because it has good graphics, a hint option and a handy little mapper.

You play the part of the young Arthur, who is, as yet, unaware of his birthright and you find yourself shivering in the cold night of an English churchyard, not quite knowing why you have come. Here, the sword Excalbur is embedded in an oddly-shaped stone. The runes on the sword read "Whoso pullath out this sword of this stone, is rightwise king born of all England". A curfew exists and evil King Lot has declared that anyone caught outside after tne will be thrown into prison. Still, you have come, drawn by the mystary of the sword. Many strong noblemen have tried and failed to release the sword from the stone, so what chance do you, a young boy, stand? Still, you try. The sword gives a little and then Merlin appears and tells you that your true father was Uther Pendragon, High King of England and you, his son and heir, were given to Merlin to raise, until such times as you were needed by your country, but first you must prove that you have the necessary qualities to rule England. You must be wise and chivalrous to rule, and strong and courageous to lead her armies. Merlin tells you he will give you whatever help you need and then disappears, leaving a torque, a kind of metal neckband, with a crystal set in it. By examining the crystal, you can access the hint menu at any time. The game tries only to give you hints about things you have already discovered and you can turn off the hints and play without them, if you prefer (as if you would!).

To get started, get the torque, examine it and wear it. Begin your quest like a good knight and go East into the church and pray, earning 10 chivalry points, then go West into the churchyard again. At the sound of voices, hide behind the gravestone and wait. The stone containing the sword is stolen by King Lot and his soldiers. Wait some more and you'll fall asleep, to be wakened by the sound of church bells. You'll then hear Lot telling the people that King Uther's son is dead and that Lot himself is to be the new king. His coronation will take place in three days time, so that's all the time you have to foil his plans. Get up and step out from behind the grave and go South to the Town Square. There you'll see the village idiot who tells you to beware the invisible Knight. ASK IDIOT ABOUT INVISIBLE KNIGHT and then ASK IDIOT ABOUT HIMSELF and you'll find out that his name is Floyd and that perhaps he's not as simple as people think. THANK FLOYD and you'll get 10 chivalry points. Now head for Merlin. Go West to the Village Green and then West again to outside the Town Gate. SW takes you to the meadow, where the invisible Knight helps himself to all your possessions (for now). Go NW to the path and NW again to Merlin's Cave. Merlin tells you that to complete your quest you will be able to assume the form of 5 animals, an Owl, a Badger, a Salamander, an Eel and a Turtle. Each situation you find yourself in should suggest the best creature for the job. Just type CYR and the name of the animal and you will assume its form. Go North into Merlin's Cave and get the bag containing the silver key. Merlin tells you about a prisoner languishing in a cell below Lot's Castle and your quest begins.

Go NE, E, E to the Village Green, South into the Tavern and then South into the Kitchen. EXAMINE BIRD. Wait until the cook is called into the Tavern and CYR OWL to understand what the bird is saying. CYR HUMAN, OPEN CAGE. GET KEY. UNLOCK CUPBOARD. OPEN CUPBOARD. GET BOTTLE AND CHEESE. then go North. In the Tavern EAT CHEESE and LISTEN to the conversation and pick up some clues about getting into the Castle

WESTBURY MYSTERY played by the author, Dorothy Millard on a C64

Start in the cellar. EXAMINE WINDOW. EXAMINE PUDDLE. EXAMINE RATS. GET KNIFE, EXAMINE KNIFE, EXAMINE WALL, SCRAPE MORTAR (using the knife). REMOVE BRICKS (you reveal a dark hole but don't go through yet). U (to hallway). DROP KNIFE. S (into library (a headless body is here which makes you feel sick and leave back to the hallway). EXAMINE STAINS (blood! - If you see a shadow through the kitchen door, go E then W - repeat this until you no longer see the shadow when it will be safe to enter the kitchen). W (into kitchen). S (to pantry). GET CONTAINER. READ LABEL. EXAMINE CONTAINER (contains a strange white powder). N. E. O (to cellar). ENTER HOLE (to wine cellar [note that rats are everywhere so don't hang around or you will be bitten]). SPRINKLE POWDER. N (back to cellar). DROP [empty] CONTAINER. U. U. S (to storage room)



YARKON BLUES 2 Pt. 1 played by Lorna Paterson on an Amstrad

EXAMINE SEAT. GET BOX. O. S. S. U. N. PUT BOX IN FIELD. GET HACKSAW. (w. open cases, examine dust, get crystal. e.) S. O. W. W. EXAMINE CAGE. EXAMINE LEMMING. WAKE LEMMING. CUT BAR. CUT BAR. EXAMINE SUPPLIES. GET PLASTER. DROP HACKSAW. E. E. E. EXAMINE JUNK. EXAMINE PIPE. EXAMINE GASH. PUT PLASTER OVER HOLE. LOOK. GET REMOTE CONTROL

YARKON BLUES 2 Pt. 2 played by Lorna Paterson on an Amstrad

Start:- Command Centre. E. U. N. N. N. GET READER. O. EXAMINE GUBBINS. LOOK. KICK CAPACITOR. GET MAGAZINE. READ MAGAZINE. DROP MAGAZINE. GET COUPON. W. S. O. N. EXAMINE SPECIMENS. GET VIAL. S. S. PUT COUPON IN BOX

A SERPENTINE TALE played by Barbara Gibb on a Spectrum

ST (story) or B (begin adventure). TAKE CHEST (contents fall out). TAKE BOX. X BOX (contains snuff). You don't need the rest of the objects). HELP (familiar figure appears and drops a scroll). TAKE SCROLL. X SCROLL (6 clues). LOOK N (see object floating in sea). X OBJECT (looks like large tyre!). FEEL OBJECT (cold and slimy). WAIT. WAIT (serpent smashes your boat). SWIM (need chest for buoyancy). SWIM (serpent rears up). X SERPENT. GRAB TONGUE (now inside serpent). It is dark so WAIT five times until it opens its mouth. SEARCH DEBRIS. TAKE NET. Serpent closes its mouth.....

THE REALM played by Barbara Gibb on a Spectrum

You start on a road to the Woodland Realm. N and IN (inside Wizard's cottage). TAKE BOOK. READ BOOK (10 spells, and an appendix about fwooble). DROP BOOK (not allowed to take it out of here). TAKE KETTLE. OUT. NE. E. NE. NE. IN (pool). FILL KETTLE. TAKE QUACK (lays egg and flies off). TAKE EGG. N. SEARCH. TAKE FROG. N (Realm's Edge). E (plains). GREET NOMAD. GIVE KETTLE (now have a bracelet). W. NW (you may be chased to the W. E or back SE, so repeat opposite direction until arrive at desired location i.e. the shack). IN. GREET WEAVER. GIVE EGG. TAKE BAG. EXAM BAG (can now carry up to 14 objects). TAKE HAT. EXAM HAT. WEAR HAT. OUT. W (and whatever direction necessary to get to Realm's Edge). S. SW.

OBJECTS AND THEIR USES

compiled by Dorothy Millard on a C64

VOLCANO OF RAKA-TUA (Mountain Valley Software)

Matches Light the dynamite
Pen Use to sign the book in the hotel
Dynamite Set the timer on it at the foot of the volcano
Shovel Dig many times at the beach
Plank Put it in the open mouth of the carved face to prevent it closing
Key Unlocks the wardrobe, also unlocks the register
Hammer Braaks the mirror
Roll of Tape Tape the mirror to prevent it breaking into tiny pieces
Magnet Opens the cell door by sliding the bolt
Crowbar Use to remove boards
Statuette Throw it into the sacrificial pool
Tongs Use to get hacksaw from the lava, use to get the ruby from the hollow in the statue and avoid the scorpion
Hacksaw Use to remove the grill
Lens Enables you to read the plaque
Packet A red herring - leave it
Screwdriver Use it to remove the plaque
Knife Use it to cut the sofa in the hotel
Gold coin, Pearl, Diamond, and Gold bar all treasures (4 items)

THE LOST CITY (Mountain Valley Software)

Biscuits Eat when hungry
Cheese Feed it to the rat
Shovel A red herring - leave it
Crystal Put it in the pillar
Spanner Use to open the sarcophagus
Key Opens the ruined shrine door
Rope Tie to the post before going down the well, also tie to the spike
Crowbar Use to move the pyramid block, carry it to sink to the bottom of the wall
Sacred knife Kills the eel at the bottom of the wall
Dead fly A red herring - leave it
Pick Use to smash the door in the temple
Book Read it - an English/Mayan dictionary
Skeleton Put it in the sarcophagus
Necklace, Jade bird, Statuette, Maya coin, Didd vase, Maya pot, Gold bowl, Gold plate, Tiara, Gold ring all treasure (10 items)

HINTS AND TIPS

AZTEC ASSAULT played by Barbara Gibb on a Spectrum

Note the appearance of the priest near the beginning.

Go up from the north/south causeway to the aquaduct. As you go north you will notice a disturbance in the lake to the west so retrace your route to where you met the priest, then enter the lake. What you find will help the grieving family and your good deed will be rewarded with information.

Give something to the midwife and she will decorate your robe to look like a priest's.

Give the occupant of the Temazcalli a massage to be give a useful hint.

The east side of the Temazcalli has something that will help you get past the guard at the entrance to the Teocalli.

Find a ball and give it to the players at the ball court.

Take the sick child to the entrance to the Calmecac. examine the threshold and prick your finger. Now go into the school for priests where the sick child will be taken from you. Go into the temple to collect on object and read the codices before you leave the Calmecac. You will need a strong stick to dig with.

To get the bird you will need a tube and a pellet.

To get the torch you will have to get past the Jaguar Knight.

You need a nugget to get the knife.

Find somewhere to light the torch then use it to light the pyre.

You'll have to make a sacrifice so heed the advice given by the man at the Temazcalli.

Before you can enter the school at the north-east corner of the Teocalli you will need the cloak and to have received the message about the attack on the demon guarding the Xipe Totec temple.

Go to the temple at the south-west corner and shoot the Chimalpopocca prisoner with the bow and arrows. When you cut the Aztec it is the signal for the Aztecs to attack the demons guarding the twin temple.

After you have sacrificed two more Aztecs you have completed your task.



DAY OF THE TENTACLE played by Damian Steele on a PC

What is the flyer for? Put it in the suggestion box.

Ever noticed that when you wash a car it always rain? If you have no car try a carriage. Distract the maid to get some soap.

To open the safe you will have to video the combination end then watch it in slow-motion.

How can Dr. Fred be made to open the safe? The only thing keeping him awake is regular coffee. Pull a switch to put him out like a light.

To get the gum from the floor give the man in the ski-mask what he is looking for to gain something in return. Move the sleeping guest to find something useful.

Some doors are better off closed If you want to succeed.

A left-handed hammer can produce some funny results in the statue room. Look to the future for some more.

Cheer up the depressive to gain the flag-gun. Fred will only sign a petition

To stop the tentacle shrinking you in the lab. talk your way out of the situation. (If using a mono monitor use trial and error as you can't read the tentacles responses.)

FAERIE played by Anon on a Spectrum

To enter the underworld you will need boots, lamp, sweater and knife. Do not take sand ring, Black Queen or water glass.

Give coal to the snowman.

To get the boat, shake the tree by the lakeside and go in. You will need the oars.

Drop the changeling a few times.

Light the lamp at the coffin, take the treasure then push the lid to escape.

Wave the staff to kill cyclops.

To enter the mirror in the cellar, go IN - a real mirror might help here.

Touch the pixie on the wallpaper, but leave the curtains alone.



A THIEF'S TALE played by Peter Clark on an Amstrad

At the start you must leave the inn and visit the village.

Stealing something sharp from the forge is necessary although you may not have to cut with it.

Talk to the squirrel and then go north into the clearing. Examine the bush - get the nut and give it to him, he will return the favour with a stone.

To save yourself from a wetery grave you must remove the rocks from the Adit with the iron bar.



OKLIB'S REVENGE played by Barbara Gibb on an Atari STe

The drawbridge of the castle won't lower until you are dressed correctly.

When you wander to the rear of the castle a box will be thrown into the moat. If you remove and drop your boots you can swim in the moat to retrieve it. The doberman will match you doggy-paddle for doggy-paddle if he is now your friend.

You won't be able to open the box without something which you will find underground.

You will see something in the room beyond the grille but you will have to solve a lot of puzzles before you can get your hands on it.

In the underground cave system, examine the wall which is described as "especially hot to the touch" and hit it with the sledge-hammer.

When you meet the green dragon wait until you are spoken to, then give him something to use as a toothpick. He gives you a marble - one of six that you must collect.

Don't forget that dead-ends aren't always so, try examining the cave to reveal an extra exit.

Explore the lake by sailing the boat, visiting the gravel shore and sandy beach before sailing over the waterfall. The umbrella will get you out of this tricky situation.

You'll need the large key to unlock the door at the edge of the underground river.

Be careful what you do with the sack in the underground room. Don't open it, simply move it to find a vital object.

When you emerge from underground, return to the cliff top. If you left the now-friendly doberman there. You'll need to lead the dog to the watchtower to find another box, this time containing a purple marble.



SIMON THE SORCERER played by Ron Rainbird on an Amiga (1 meg)

(The helplines are NDT in any chronological order)

To cross the Troll Bridge, get blocked-up Whistle from Barbarian. Talk to Troll, start to leave, then ask him to try to blow the whistle. The rest is satisfying to watch.

With the scissors from the Wizard's House, snip the beard from the sleeping Dwarf in the Inn. This will give you a disguise as a Dwarf for entering the Dwarven Mines.

The clanger from the Smithy enables you to ring the bell outside Repulser's Tower.

Sow the Magic Beans from the Yokel into the compost heap behind the Wizard's Cottage and harvest the fruit.

Use the Metal Detector from the Woodcutter in the snow location prior to the Sleeping Giant. Awaken the Giant by playing the Sousaphone.

At the tree stump, give the Woodworm the wood of their choice. This is in the Cellar of the Woodcutter's House.

Outside the Goblin's Castle you find a shopping list. Give this to the village shopkeepers. Eventually they will pack the order into a box and leave it outside their shop. Inspect the box carefully.

Repulser will get you into the Chocolate Truffle House.

Get a bucket of water from the Well outside the Witch's Cottage.

SO LITTLE TIME played by Barbara Gibb on a C64 and Spectrum

The six Trivial Pursuit wedges that Larry needs are:

orange segment, pink envelope flap, yellow cheese, chocolate triangle, blue torn pocket, green building brick.

Try ordering a drink rather than buying one.

You will need a credit card before you can book a room at the hotel.

SPECTRE OF CASTLE CORIS played by Alf Baldwin on a Spectrum

When Zalazar is dead, free Megan and leave the castle.

Search the mud in the fountain to find a medal.

Fill the chalice with water at the shrine.

Show the medal to Iain the Mystic. He needs it to complete his collection but don't accept his first offer.

Place the crucifix on the altar and pray to Saint Celia, who will appear and give you temporary holy powers. Bless the water in the chalice and it becomes holy water. Put Alicia's bones in the coffin and pour the holy water on the coffin. Finally bless the coffin. If you then read the plaque again you will see that the dates have been completed.



SORCERER played by Damian Steele on a PC

Can't get away from the attacking beasts? Don't worry. It's only a dream. To create light cast the FRDTZ spell. To move from the start get out of bed. Shake the wall hanging to find a key. The receptacle is a mailbox. Put the matchbook inside to gain something. Open the desk drawer to find the journal. Drink the ochre potion to get rid of hunger and thirst. Read the journal to discover the code needed to open the chest in the cellar.

STALKER played by Alf Baldwin on a Spectrum

After the bear has chased you out of the cave, go back and kill it with your blaster. Make sure the blaster is set to kill.

Skin the bear with the shard and get the bearskin. Use it to mend the hole in the coracle.

Club the furry creature to death by hitting it with the oars.

Read the book to learn the distress signal codes.

Type in the distress codes in the wooden shack and wait for rescue by automatic distress encoder which teleports you to another planet.

Enter the Tube-Karr at the spaceport. Don't worry when the video disc is stolen from you, you will get it back later.

Examine the carcasses in the lair and open the skull, there is something inside it.

To enter the dome, insert the ruby.

Examine the clothing in the changing room to find some money.

In the Smoked Lizard Inn, treat Bey to a couple of beers. After the second bottle he will follow you anywhere.

STONEVILLE MANOR played by Damian Steele on a C64

Try opening the credenza to find an object.

If you weigh too much, try a little exercise.

GET WELL before leaving the hospital.

There is more to the lake than seems at a surface glance.

Animals should not be patted but can be fed. Open all vents to create new exits.

Trees make good firewood.

No items are red herrings but one is a trout. If things get slippery around a fish, try using the net.

Look closely at the case to find the combination of the safe.

Wearing a mask makes things become clearer. You can't float on a fiat raft.

Read a book to gain some clues.

TWAS A TIME OF DREAD played by Barbara Gibb on a Spectrum

Don't push the log until you have the branch otherwise the tarantula will get you.

Open the refrigerator to find a carcass, then cut the carcass with the knife for a slice of meat.

Save your position before you throw the coin into the well because when the Hobgoblin appears he will invite you to choose one of three items. You will only get one chance at choosing the correct object!

Don't dawdle in the shadowlands.

You need to move quietly when you pass the stag.

Blow the horn to alert the hounds, then throw the poisoned meat to kill them.

Sebac will help you to reach a high place and also carry you across the sea to the island.

Enter the swam and wait. If you have the courage to wait long enough to die, you will be resurrected, an important condition when you meet the lost souls

To cross the swamp without dying you will need a snorkel



ISHAR 2 - A Serialised Solution - Part 3 played by James Judge an an Atari

So, did you have a nice rest and nosh up? I hope so 'cos you'll need it.

Right, unless I am totally wrong, we are back on Zach's island having just gained a few Experience Points and a little bit of cash. A little note about cash now. I won't be telling you what to buy and when (apart from a few cases) so it is up to you to do the accounting for your band. It is always best to have the biggest and best weapons and armour for your band, but make sure you have enough money left for inns. If you do ever need more gold be prepared to spend a while on this island, days if necessary, going around and mugging the muggers.



OK, now we've got the money situation under control! It is time to do some shopping. Unfortunately there are no credit cards on the island, so you'll have to pay up straight away. What you need to buy is some clothes, five monks habits and five fur coats. These aren't all that expensive, but can break the bank if you haven't got enough money. You'll find the clothes shop in a road leading to the north and ending in a square just a little east of the harbour. You shouldn't have too much problem finding it.

Right, now go back to the library and see what you can dig up there - it'll be a scroll on potions. Note them down if you want, but all the vital ones will be mentioned within these hallowed pages.

Once you have done that make sure you are kitted up for a big fight and your wizards are rested. You are about to rob a bank! The bank is a little way west of the library in a road that leads north and then splits into two and then joins again to form a large square. Take the road that goes left and you should come across a few bands of town guards. This battle shouldn't pose too much of a problem as long as you remember a few vital things. The first is that if you desert the battle, planning to sleep and come back, you'll be in for trouble as every time you leave the area a new platoon will arrive, making the job just as hard as before. The other thing to remember is that if you do need a rest, take one step back from the group you are fighting and then replenish your fighters strength, something you will have to do two or three times if you were like me.

When you have disposed of the groups of pastersome guards nip into the door and you will find as much gold as you could wish for. Unfortunately you can only take 100,000 coins. But still, that is enough to see you stocked in armour and weapons for a while and with the cheat, you need never buy food or arrows again!

OK, another shopping spree now. You're getting lonely so, what better to keep you company than a few pets? The shop that sells the animals is in the extreme south-east of the town, opposite the best (and most expensive) armours in the town. In the petshop buy a monkey, a magpie, an eagle and a parrot.

Another little piece of advice about shopping. In the next part of the solution you'll be getting a great sword for that hulking barbarian of yours, one of the best in the game. Bearing that in mind only buy special two-handed weapons (such as the Chaos Axe) for the two Dark Knights and, if funds allow, a living dagger for the barbarian (but it shouldn't be used now. Stick to the heavy weapons (mace, battle axe) with him for the moment).

OK, now you've got to get the ingredients for two potions. You should have noted down the contents of the Humbolg and Jablou potions, so go and get the needed ingredients. On the first island you should have picked up some mushrooms and dandelions so don't buy any

of them now. Also dig into the coffers and buy five ropas for the next stage of the game.

OK, now it is time to go and find another fight, so sleep and rest. Also stock up with about sixty arrows. This may seem a waste of money as you have got the cheat, but, in the name of speed, this is the best way to handle this fight. As a general rule, always carry forty arrows with you, just in case you get into a scrape and need some back-up to your sword wielding lumps of flesh in the front.

Make your way to the giant guarding a square. He is near the centre of town, but I can't give you any specific directions. When you find him stay a little way away and then let loose your sixty arrows. Let your front three characters shoot twenty each as this reduces the loss of strength in one particular character. When you have peppered the giant with the sixty shafts, wade in (after eating to regain your health) and do the hard to hand thing. You shouldn't need to use spells, but do if your characters are taking a whalloping. Remember you can take a step backwards to replenish your strength. When the giant has fallen wait until night and then enter the door that he was guarding. As soon as you step foot into the place you will be slung into prison. Not to worry though, you have come prepared!

This is where my version of the game started giving me some trouble so, if you have got the ST version I'd advise regular saves from here on in. Also check your third character. My third character is the priest and, after being thrown into jail, all of her skills were zeroed so she couldn't do anything except cast heal spells. I tried to get another priest, but her scores were zeroed as well. The only thing that stops this happening (or so I have found) is recruiting a blind girl much later in the game. If this does happen to you, you'll just have to have the useless baggage carrier.

Now, you're in prison so release the magpie that you bought through the bars. Wait a while and it will return with a key to the cell - we all know that magpies like shiny objects! Before you leave your cell, though, put on the monks' habits that you bought earlier. This makes you easier to hit, but it does stop you from being found out.

Leave the cell and walk along the passage (it is only open at certain times (midnight and four in the morning) so you may have to wait for a while) and past the monk. Keep on walking and you'll come across the sacrificial hall. Don't stand there like a turkey though, offer to help. No, don't, that was a joke (and I hope you laughed). Instead find the monk with keys on his belt and steal them and head back into the passage.

Walk around the passage until one of the characters complains about it being a bit draughty then start walking into the walls. Ahhh, just like Dungeon Master. You should find a false wall and step through it and exit into the big wide world. Another fight with a few town guards and you'll be free.

Now, make sure you are carrying the fur cloaks, five ropes, at least 10,000 coins, an iron shield and an eagle. If not go and buy them, taking some money out of the bank if necessary. Don't bother sleeping here, it's too expensive. Instead sleep on the next island that you come across - it is much cheaper and you should be soon having a few cash-flow problems, basically it doesn't flow.

Once you ready head back to the first island that you came across and meet me there next month for the next epic instalment of 'Conquering Kendoria Quickly'.

Toodie pip and remember: everything IS as bad as you think it is!

DEATH KNIGHTS OF KRYNN played by Ann Castelow on a C64

High Clerist's Tower & Crypts

Arriving at the Tower you are summoned to meet one of the Council of Knights to tell them about the attack. They are sceptical, but to allay your fears you are led to the Crypts for a tour.

Descending into the Crypts you discover a lone Knight fighting undead. When the undead see you they attack (Wights - these can be turned - and Skeletal Warriors). Defeat them and the Party gains XP. The Knight is Sir Durfey, who tells you of the desecration of bodies in the Tombs. He joins your band of adventurers and will give you help and advice in fighting Lord Soth.

(14.5) - Crypts have been torn open and bodies removed. Wights and Skeletal Warriors attack.

(14.9) - Sir Durfey suggests treachery is involved, as all the bodies of famous Knights have been stolen. Attacked by Wights and Skel Warriors.

(14.12) - Find monsters removing bodies. Attacked from both sides, again by Wights and Skel Warriors.

(11.10) - Sir Durfey informs you of a Red Dragon that was imprisoned in human form ahead, and Sturm Brightblades' Tomb is to the Southwest. He suggests there is a spy involved in the desecration!

(5.10) - Another fight with Wights and Skel Warriors. This was the interrogation room and the Red Dragon was held in the North.

(4.7) - Yet another fight with Wights and Skel Warriors, they seem to be protecting the door to the North.

(4.4) - Wights and Skel Warriors guard this room, when defeated you hear a clash of arms behind you, the troops were hiding in the other room!

(5.10) - After you have defeated the monsters in (4.4), here you find Knights that have been killed by the hidden monsters. You hear footsteps to the East and South.

(5.13) - Too late! Sturm's body is gone. There is a newly excavated tunnel to the West. (continued next month)

IN NEXT MONTH'S MAGAZINE

REVIEWS: Who's Afraid of the Bairog, Lycanthropy, Rings of Artek, Trouble in Bridgeton, Collection of C64 PD Adv., Fisher King, Davy Jones' Locker, Wizards Tower, Meltdown, Leopold the Minstrel, Merlin's Golden Trove, Merlin's Magic Forest, Son of All Baba.

SDMA - Part 6, AFID - some more suggestions and an official explanation, OBJECTS&THEIR USES for Pendant of Logryn - coded to make it a little harder, FULL SOLUTION for Faerie (If I can write it in time!), SERIALIZED SOLUTION - Final part of Jester Jaunt, POEM - Grimwold by Ellen Mahon.

ARTICLE - Text v Graphics : A Fairytale by Mandy Rodriguez

Plus letters, lots of hints tips: GYSs, personal messages, jokes (if I receive any!), etc.

SERIALIZED SOLUTION

JESTER'S JAUNT - a walkthrough by Jack Lockerby

(A Spectrum & Amiga (under emulation) adventure,
designed by June Rowe, programmed by Paul Cardin.
Available from Zenobi Software, 26 Spotland Tops,
Cutgate, Rochdale, OL12 7NX)

PART FOUR

Among the items you were carrying was that rope and a spear. The rope seemed long enough to reach the island and the spear had traces of fibre on it as though it once had a rope tied to it. When nothing else came to mind you quickly tied the rope to the spear and then tied the other end around the tree. Balancing the spear you took careful aim and threw it with all your might at the stump. It landed with a resounding thud and as it did, the rope was pulled taut.

You felt quite excited and immediately climbed on the rope, thinking to haul yourself hand over hand along it. Unfortunately, your hands were full and you fell to the ground. Dropping everything you had, you made a second attempt, this time successfully.

Using the boat you found you rowed to the far shore and soon spotted a hungry peacock. "Hm," you thought, "how can I get a feather from it to take back to the Shaman?" Nothing you did brought any reward so you headed back to where you had left all your belongings. This time you took along the corn and once you had given it to the peacock he obliged by leaving a feather behind. Together with the feather you made your way back and collected all the items that you had dropped and then made a special journey to the dairy for that jug of milk.

Back in the cave you gave the feather to the Shaman and he placed a glass dagger in your basket. Heading east from the cave you entered a small hut where you found a suitcase full of hundreds of pairs of tiny boots. Then as you started up the mountain pass you came across a centipede who was suffering from chilblains. A logical candidate for the boots! He thanked you profusely and told you that he would help you if you got into difficulties on the mountain. You soon ran into trouble with the stony path sinking beneath your feet. The centipede soon appeared wearing the boots and told you to follow in his footsteps. This you did and arrived safely at the archway leading into Vilana's castle.

The carvings on the archway were similar to the design on the coin that you found early on. As you proceeded onwards you soon came under the watchful eye of an owl, positioned, no doubt to warn the castle guards of any intruders. Luckily, you still had that magic hat that Zarlion had given you when you had grown tired of chasing the sword and told him to sit. As the "invisible man" you soon reached a place of safety. However, much to your surprise and annoyance the hat turned into a butterfly and fluttered away leaving you with the problem of passing that darned owl again, once you had freed the prince.



(to be continued)

SOLUTION OF THE MONTH

JADE NECKLACE written by Jack Lockerby

Full story solution written by David Rawson on a Spectrum

I looked into the bathroom mirror. Staring back at me is Phil Mallow and I wonder what today has in store for me. I quickly get dressed in my old suit and go to my office. Suddenly the phone rings; it's a dame and she talks about a jade necklace that has been stolen from her house and asks if I would get it back before her hubby finds it's gone. After haggling over the fee I agree to take the case. First things first, I have to GET NEWSPAPER and OPEN NEWSPAPER; an old notebook falls out. "So that's where you got to" I say to myself as I GET NOTEBOOK and READ NOTEBOOK. I try to open the drawer and realize it's locked. I EXAMINE SUIT and GET KEYS then I UNLOCK DRAWER and LOOK IN DRAWER and see my bullet proof vest. Deciding it's better to be safe than sorry I GET VEST and WEAR VEST. After finishing with the notebook I DROP NOTEBOOK and LOOK UNDER DESK. I find a wedge under the desk leg. Not knowing what use it will be but think I will take it just to be sure I GET WEDGE. I stand up and decide to get on with the case I go OUT of my office and CLOSE DOOR and LOCK DOOR.

I go N to the elevator and PRESS BUTTON. I enter and PRESS G. The elevator goes down to the ground floor and the doors open. I get out and walk N to the main entrance. I EXAMINE BOXES and note my mail box is number 2. I UNLOCK BOX 2 and EXAMINE BOX 2. I find it empty and lock it up again and go E out onto the thoroughfare where I am handed a letter. I READ LETTER and then DROP LETTER before I go S, E and IN to the police station to find out anything that's relevant to my case. Inside I EXAMINE SERGEANT who is a pal of mine and I TALK TO SERGEANT to be told that Bogle is missing and Big Fats is after him. The word is that he has the stolen IOUs. I say thanks to O'Flynn and go IN to the captain's office where I EXAMINE CAPTAIN and TALK TO CAPTAIN. He tells me he's after Big Fats and asks for my help. He wants me to get Big Fat's confession of a crime onto tape. While I think that one out I go OUT and OUTSIDE of the police station.

I decide to walk about a bit to think, so go W and SE. I stop beside a lowered barrier with a guard. I try to go East but I'm stopped by a guard and asked for the code. I tell him CHICAGO 56830 and he lets me pass East. I carry on walking E and N and looking around find myself in a driveway. On the ground is a wallet so I GET WALLET and EXAMINE WALLET to find a key inside. I RING BELL to the house to find out if the wallet belongs to them. Inside the house I walk E into the study and RING BELL. Again the butler takes me on a tour of the house. Searching around all I find is a note, so being nosy, I READ NOTE and leave the house W, OPEN DOOR and OUT. I continue to walk S, W, W, NW and keep going along N, N, N, S, S, S, S, N, N, N, N, until I see an old lady being mugged, at which point I RESCUE LADY who is so grateful she gives me 50 cents. I look around (Redescribe) and find and GET JEMMY then start off N and W towards the countryside.

Here I come across a policeman standing beside a road block. I try to go W but the officer stops me and says I have to get permission to get passed. Remembering what the sergeant told me I say ITS OK and the officer removes the road block and lets me pass. I heard from the blind man that Bogle was taken for a ride into the countryside so I set off W, NW and E to investigate. I look around the cottage and UNLOCK DOOR and go IN. I DROP KEY and DROP WALLET inside the cottage before looking around and EXAMINE KITCHEN where I

find a fridge. As I am hungry I OPEN FRIDGE and EXAMINE FRIDGE: spotting a juicy T-bone I GET STEAK before OPENING THE DOOR in front of me and going IN. To my horror I see Bogie dead on the bed. As I EXAMINE BOGIE I see a hole in his head just below his hair line. After a while I EXAMINE CABINET and find and EXAMINE his WALLET. I take out and EXAMINE a photograph to see a bald Bogie on a beach. I DROP WALLET and think. Wait a minute, Bogie's body has got hair so I EXAMINE HEAD and find he's wearing a wig. I DROP NEWSPAPER and GET WIG and EXAMINE WIG. A pawn ticket drops to the floor so I DROP WIG and GET TICKET. After searching everything and finding nothing, and not wanting to stick around a stiff for too long, I leave.

OUT, OUT, W, SE, E, E, S, S, W, then IN to a clothing store. The only thing I can afford is a tie so I BUY TIE and WEAR TIE. I go OUT and, fed up not having any money I go E, N, E, E, N, IN to the bank. I think it best to see the manager so I go N, OPEN DOOR and IN. The manager says hello and asks if I want a loan or credit card. I say LOAN and A CREDIT CARD but he says a have no collateral for a loan and he needs a reference for a credit card. I am feeling sick as a parrot and remembering the advert. "The TSB likes to say yes" decide to go and have a little gamble.

I head OUT, S, OUT, S to the jetty where I BOARD BOAT and START BOAT. It heads off to the gambling ship where it stops so that I can go UP on the deck. I see Fats and EXAMINE FATS - he looks a mean son of a bitch. I TALK TO FATS who tells me that the dame owes him and tells me to fetch the cash and he might let me go on living. I go O into a gaming room where machines are all around. I EXAMINE MACHINE. It's a typical one-armed bandit in which your winnings fall into a tray. Remembering I am skint I FEEL TRAY. My luck's in and I find and GET COIN. Going E into another room I TALK TO CROUPIER who tells me to PLACE BET. I win 25 dollars - must be a fix because the croupier holds out his hand for a tip. I READ NOTE and write down the combination then DROP NOTE. I GET FIVE COIN and GIVE FIVE COIN to the croupier. He says thanks and that is it a special 20 dollar bill I have. Wondering what the hell he's talking about I GET TWENTY COIN and EXAMINE TWENTY COIN. I see what he means!

Following up this tip I depart W, UP, BOARD BOAT, START BOAT, UP, S, S to a lakeside drive where I see the blind men. Taking pity on him I EXAMINE TRAY and BUY MATCHES. I am still thinking how to get a reference, so I go back W, W, S, S, E, IN to the police station to TALK TO SERGEANT, my pal, GIVE ME A REFERENCE, which he does. I READ REFERENCE and set off OUT, W, N, N, N, N, E, E, N, IN, N and IN to the bank. I SHOW REFERENCE and the manager tells me that my card will be sent to me by post. Deciding to follow up on the tip I got from the croupier, I go OUT, S, OUT, S, W, W, W, IN to find myself standing at a bar. I SHOW TWENTY DOLLAR to the barman who gives me a package. I DROP REFERENCE and go OUT before I OPEN PACKAGE to find the IOUs. I EXAMINE IOUs and find one made out to a Dr. Lancer!

I wonder what to do next when I remember the pawn ticket so I set off E, S, E, N to find out what that's all about. The three balls hanging down in front of me tells me I have arrived. I go IN and TALK TO PAWNBROKER and GIVE TICKET. He hands me a very interesting briefcase. I EXAMINE GOODS in the shop and he puts a tape recorder on the table. I BUY RECORDER and EXAMINE RECORDER to find it has two buttons marked play and record. Remembering the combination I TURN LEFT 2, TURN RIGHT 3, TURN LEFT 2, and it opens. I LOOK IN CASE and go back to the office OUT, S, W, S, S, W to see if my credit card has arrived. I UNLOCK BOX 2 and EXAMINE BOX 2 to find an envelope. I OPEN ENVELOPE and find and EXAMINE CARD. I set off to find the good doctor. E. S. SE.

CHICAGO 5683, E, E, E, E, and E until an orderly appears and opens the gate. Then I DROP WEDGE - I knew I would find a use for the bloody thing somewhere!

IN and I am face to face with two doberman pinschers. It's alright! They take the steak (my dinner) and run off with it. I carry on with my search N, D, OPEN DOOR - good job I had a jemmy. IN and UP creates such a racket that an orderly grabs me and locks me in a room. I EXAMINE BED and EXAMINE MATTRESS and find a spring. I PUT CARD IN SUIT and GET SPRING. Let's see if I can start a fire! LIGHT MATCH and BURN MATTRESS does the trick. Soon the room fills with black smoke and the orderly comes in. Now for the bit I have been waiting for - I HIT ORDERLY then DROP MATCHES (anough burning for the day) and DROP SPRING before I SEARCH ORDERLY and GET his GUN. I continue to look around the place, OUT, E, IN where I find the doctor. I TALK TO DOCTOR and GIVE IOU. He's very grateful and hands me a card.

I leave OUT, W, D, OUT, UP, S, OUT, W, W, W, W, NW, N, N, W, to outside the casino. I SHOW CARD and go IN. Inside I find there's a stairway that goes up to Big Fats office. I go UP but the bodyguard tells me to beat it. As I have had enough for one day I SHOOT BODYGUARD - that's got rid of him! I GET DRAFT and go UP to see Big Fats. "Have you got my money" he demands. I GIVE DRAFT. At this point the tape recorder is on and Fats tells me how he had Bogle killed and throws me a key. It's for the railway station so I go off D, OUT, E, N, N, E, N, IN to the travel agent's to GET PASS. I now have to EXAMINE SUIT and GET CREDIT CARD and GET PASS before going OUT. I no longer need the credit card so I DROP CARD and walk S, E, S, S, W, S, IN to the railway station. I can see a neat row of lockers numbered up to 50. I search for locker 50 and UNLOCK LOCKER 50 and DROP KEY. I realize that I am nearly at the end of my case as I LOOK IN LOCKER and find the jade necklace. I GET NECKLACE and run OUT. N, W, S, S, E, IN, and IN to the captain's office. I PRESS PLAY on the recorder. The cops can now put Fats away for a long time. It's time go home OUT, OUT, W, N, W, S, PUSH BUTTON 3, S, UNLOCK DOOR, IN where it only leaves me to GET TELEPHONE, DIAL CHICAGO 5683, Case closed.



Note: The lady is not always in the same place, you may have to find her to get the cash.

Details may vary slightly according to which version you play e.g. the number of the locker (Editor)

PUZZLE

Can you draw the next symbol?



ANSWERS TO QUIZZES, PUZZLES

Adventure Title Crossword (Oct.93 Pg.34)

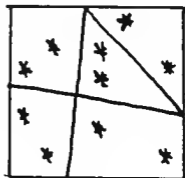
Across : 5) EARTHBOUND 7) LEGEND 10 & 1A) DAY TRIP 11) MOLESWORTH
13 & 22D & 20A) BOG OF BRIT 15 & 21A) MAGNETIC MOON 18) UNDERWORLD
23) TEALAND

Down : 1) TORGAR 2) PETE BOG 3) SHADOWGATE 4) CUP 6) MYSTIC 8) EDEN 9) MORON
11) MOONMIST 12) HIT 14) HUMBUG 16) ISLAND 19) OEJA VU

Cryptic Mixes (Dec.93 Pg.26)

- 1) (Linda) Wright - l) The Beast
- 2) (Tom) Frost - e) The Lost Dragon
- 3) (Jon) Lemmon - d) Deep Probe
- 4) (The) Grue - c) The Four Symbols
- 5) (Simon) Avery - h) Prison Blues
- 6) (Steve) Clay - h) The Taxman Cometh
- 7) (Larry) Horsfield - j) Run, Bronwyn, Run
- 8) (Bob) Adams - l) Grueknapped
- 9) (James) Teylor - k) Corporel Stone
- 10) (June) Rowe - b) Jester's Jaunt
- 11) (Clive) Wilson - o) 'Twas a Time of Oread
- 12) (Fergus) McNeill - f) Robin of Sherwood
- 13) (Sue) Medley - m) Staff of Power
- 14) (Gareth) Pitchford - n) Microfair Madness
- 15) (Jack) Lockerby - g) Murder He Said

Pair the Trees (Dec.'93 Pg.43)



Cryptograms (Dec.93 Pg.27)

1. A conference is a gathering of important people who singly can do nothing but together can decide that nothing can be done (Fred Allen)
2. Political skill ... The ability to foretell what is going to happen tomorrow, next week, next month and next year. And to have the ability afterwards to explain why it didn't happen. (Sir Winston Churchill)
- 3) A synonym is a word you use when you can't spell the word you first thought of. (Burt Bacharach)

Who Said What? (Dec.93 Pg.29)

1J - 2H - 3G - 4F - 5B - 6A - 7E - 8D - 9I - 10C

Items You Might Purchase At The Greengrocers

1. Potato 2. Carrot 3. Cabbage 4. Parsnip 5. Pumpkin 6. Cauliflower 7. Beetroot 8. Spinach
9. Cucumber 10. Leek 11. Oranges 12. Lettuce 13. Banana 14. Pomegranate 15. Swede
16. Sweet corn 17. Apple 18. Pear 19. Rhubarb 20. Spring greens

Watch The Birdies (Dec.93 Pg.33)

1. Swift 2. Skylark 3. Duck 4. Partridge 5. Pheasants 6. Swan 7. Owl 8. Grouse 9. Starling
10. Moorhen 11. Crane 12. Kingfisher 13. Chaffinch 14. Sparrow 15. Swallow 16. Robin
17. Ravens 18. Rook 19. Wagtail 20. Nightingale 21. Wren 22. Cuckoo 23. Goose 24. Dove
25. Sandpiper 26. Peewit 27. Puffin

Quick Alphabet Quiz (Dec.93 Pg.33)

1 and 2) C.D. 3 and 4) X.S. 5 and 6) E.T. 7 and 8) B.A. 9 and 10) Y.Z. 11 and 12) V.W.
13, 14 and 15) U.F.O. 16, 17 and 18) Q.P.R. 19 and 20) H.I. 21 and 22) M.G. 23 and 24) L.J.
25 and 26) K.N.

Words from WoW (Dec. '93 Pg.37)

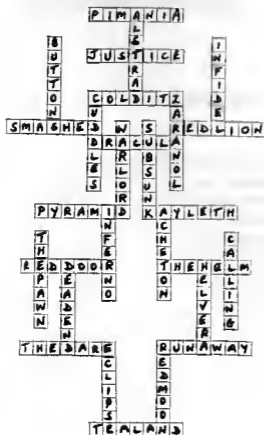
s	i	m	p	l	y	P				
	p	r	o	b	e	R				
		o	r	b		O				
			b	l	u	e	B			
				m	e	r	l	i	n	E
										M
										A
										G
										A
										Z
										I
										N
										E

Christmas Wordsearch (Dec. '93 Pg.37)

	O	E	C	E	M	B	E	R	
P	R	E	S	E	N	T	S		
	E		C	L	A	U	S		
	I			O		S			Y
	N			R		A			T
S	D	R	A	C		A	N		N
	E					T	I		E
	E					A	I		E
	R		T	I	N	S	E	L	D
			Y	E	N	M	I	H	C
			N	I	C	H	O	L	A

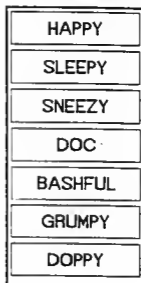
The missing word is STREAMERS

Magnificent Seven (July '93 Pg.24)



7 DRAWERS FOR 7 DWARFS

by KETH BURNARD



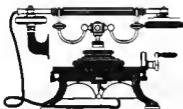
To a "T" (July '93 Pg.22)

7 Lettered Titles (June '93 Pg.27)

SOLUTION

AG
LA RETXNIJ
UT
CED ZSMASHED
AWN T I E
RAEI R L
DYD G D
LA L D
O E I U
C D P C





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